

YOUR COMMODORE • THE

FUN MAGAZINE

FEBRUARY 1990 £3.95



Double
Dragon II

FREE POSTER

Eye of Horus

Sim City
Ballistix

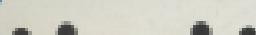
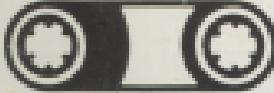
The
Untouchables

LIVERPOOL FC A Barnes stormer!!!

Bushido Warrior

4 FREE GAMES!

If there's no cassette on this cover
ask your Newsagent where it is!

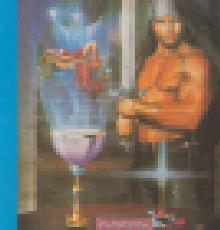


MEDIA

MECHANATION

Do
Androids
dream of
large
paychecks?

GALDREGONS
DOMAIN



Galdregons
Domain

ISSN 0269-8277



contents



ON THE TAPE

13

COMPLETE GAMES

Ninja - Virgin
Mastertronic
Pipeline 2 - Virgin
Mastertronic
Colour Blind - previously published in CDU
Akokido - previously published in CDU

FEATURED GAMES

57

Medio Mechanica

66

Loaditload

74

Die Alien Scum

COMPOS

8

Euromax Compo

66

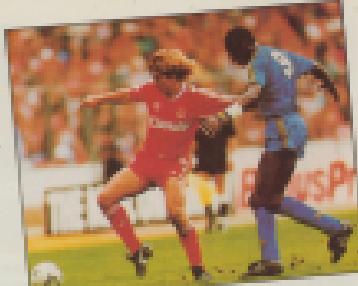
Load-it Compo

WIN

Joyride and Load-It...

GAME REVIEWS

FUN ONES



29

Footballer of the Year 2



34

Liverpool

44

Dragon Wars

AUD

18

Goldregors Domain

19

Double Dragon II

20

The Untouchables

22

Omega

25

Moonwalker

26

Battle Chess

28

Dashida Warior

37

Eye of Horus

46

Sim City

48

Ballyk

50

Blue Angel

BARGAIN BUCKET

38

Even Wantor

Spooked

Fal II

Thronos

Chain Reaction

Footballer of the Year (FUN 1)

REGULAR

7

But First This...

10

Data

30

Komplilation

Kerner

42

Poster

52

Tech Tips

56

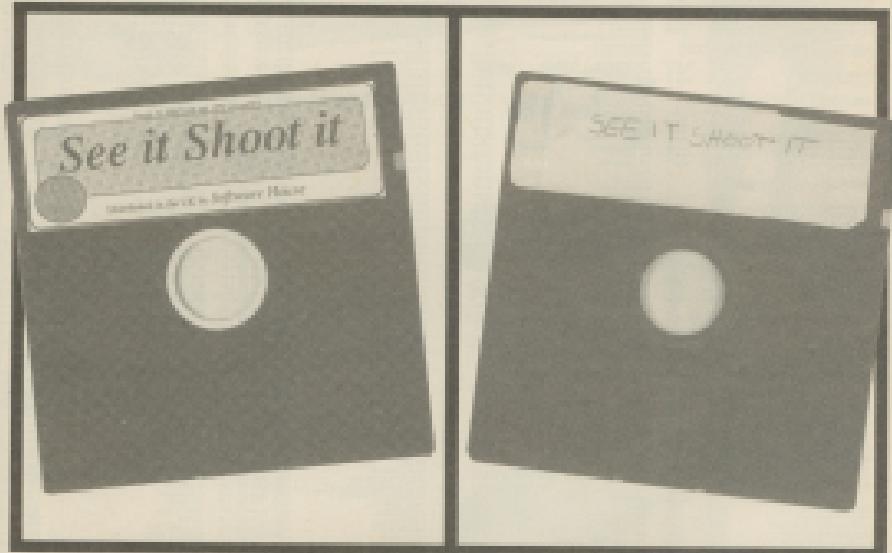
Hibbles

61

Post Apocalypse



WARNING



**THIS DISK WILL
GIVE YOU
HOURS OF
FUN**

**THIS DISK
COULD GIVE
YOU 6 MONTHS
IN PRISON**

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BUT FIRST THIS...

And so the second new look FC is upon us already, and we have even better things inside than before. Not only do we have numerous games reviews, but we have that fine EXCLUSIVE review of Liverpool FC - The Computer Game, from Karlsson Entertainment. Having been a Liverpool supporter for my whole life, it is an honour to finally find the justification to put a piccy of John Barnes on our cover! You wouldn't like to know I went to school with John, would you? Nope, didn't think so!

Of course all this is not all, we also have the cassette, a superb collection of four excellent games. Colour Bird and Argentino, having only been released on disk (like our incredible Space title), Commodore Disk User - the best disk-based magazine in the entire universe!, Ninja and Peeping 2, on the other

hard, have done extremely well in the past for Virgin Money, and we wouldn't like those who missed them to feel left out. (Incidentally, Pipeline 2 was my favourite budget come-in).

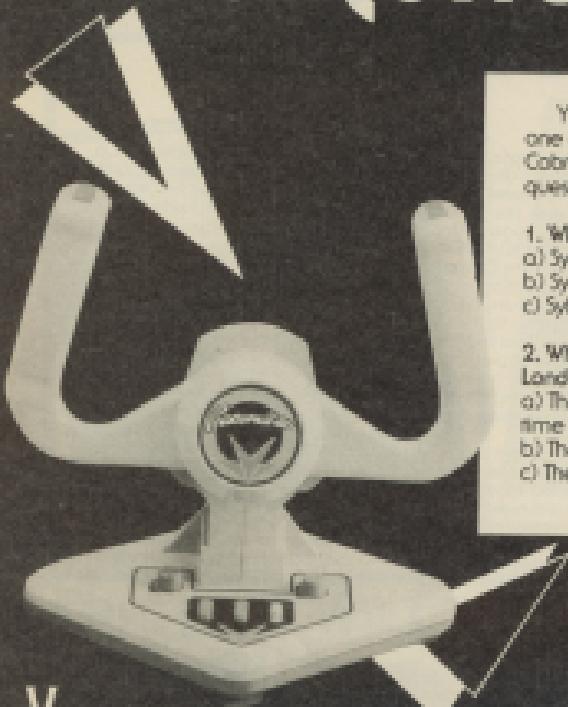
"Other things in the pipeline (so far, I'm as smooth as Duncan Goodhew's uranium) is a new comic strip I won't be getting rid of (the Hobbes thought) featuring blood, guts, blood, murder and maybe some computers as well. There are, further, even more obscure: Desert Island Discs coming up, with even more obscure people More loosely posted. And the Purple Finland promises me that he'll be even more outrageous in the future."

I'll leave you with this joke. Why did the roadrunner cross the road? To scope up the dead chicken! (Sometimes I tell myself. You with me?)

Page Breakdown



JUMPING FOR JOY(STICKS)!!!



You can win a Racemaster (or one of four runners-up prizes of Cobras) if you answer these simple questions...

1. Who starred in the movie 'Cobra'?
a) Sylvester the Cat
b) Sylvester Stallone
c) Sylvester McCoy

2. What famous race is run in London every year?
a) The race to the pub at opening time
b) The London Marathon
c) The Human Race

YC and Eurostar bond together in order to give you some wonderful joysticks.

The Racemaster (worth £29.99) is one of the biggest joysticks in the world. It has a variable speed routine (essential for those reef-cutting manoeuvres encountered), a cable that is 3 metres long, and above all else, it looks and feels just like a flight controller (with joys).

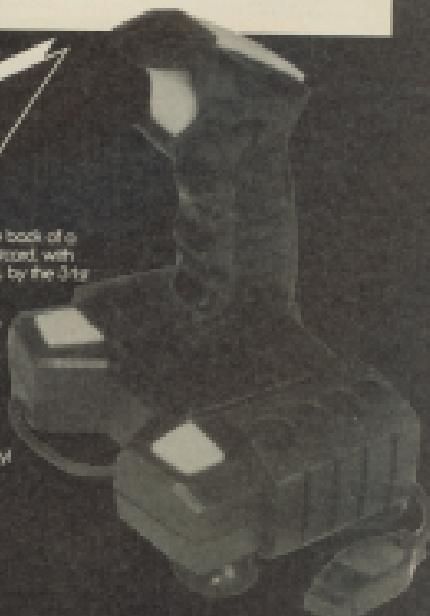
The Cobra is a sleek air馒头, and is a microswitched joystick, with ergonomically designed handgrip and loads of buttons.

Send your entries on the back of a sealed envelope or postcard, with your name and address, by the 3rd of February to:

Rim Handfull Compo
TC.

Argus House,
Boundary Way,
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Normal comp rules apply!



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CheckersPC, made-up-of 200 Games plus a large disk, with a clip string attached. Please state clearly which game or games you require and for which computer. Also write your name and address on the reverse side of any cheques. Cheques, orders please include £1.00 for postage and packing.

D&H
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BEWARE

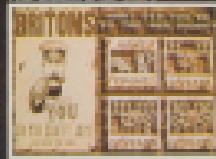


THE HOUND OF SHADOW

The Island of Shetland is one of the last refuges in the North Sea where the atmosphere is still relatively unpolluted. It features 700 islands, a few miles apart, and a



www.bentley.com



www.gutenberg.org

"When advertising power plants should give your plan by telephone complete without you for carrying it along, it will be ten times as fast." —*Mr. F. W. H. Dyer*

'The power's atmosphere is well-maintained and characteristically robust atmosphere.' *FT* writes

ELECTRONICARTS

1000-10000 m.s⁻¹ (Fig. 1). The mean wind speed was 1000 m.s⁻¹ and the standard deviation was 1000 m.s⁻¹.

D-E-P-T-E

One of the most popular new adventure developing houses, Magnetic Scrolls, has signed up with Virgin Mathematics.

Poached from Microprose, the house is responsible for such classics as *The Pawn and Fish*, and we can be guaranteed that their latest product will be every bit as good.



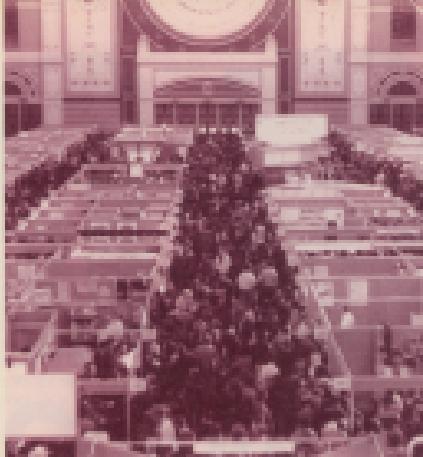
Fancy beating up a gorilla, or assaulting a gorilla? You finally get a chance in *Street Hassle*, a software release from Virgin Mathematics.

For the small sum of £2.99, you have an array of normal (?) everyday encounters to overcome with your fist-fighting moves. One could feasible point out on many other games, is the fact that the moves available to you change from level to level! (watch for the ear-nubbing techniques!).

Also released is *Selling*, the old Activision game, at the affordable price of £1.99. You have the ability to design your own products and sell against other top companies. In this (no our knowledge!) most accurate simulations of the sport.

A Citizen sponsored car has recently won the famed Lombard RAC Rally. Driven by Penni Almkvist, and navigated by Ronan McNamee, the Mitsubishi-Oil team sped home to victory in truly impressive style. It's a shame that Citizen printers are not quite as fast as their four-wheeled counterparts.





The Computer Shopper Show will have to find a new venue if it wishes to be run next year. Overall on the days on which it ran, it attracted 26,628, who found the heat and the stuffy atmosphere of Alexandra Palace too much to bear.

One possible venue, sources have indicated, is the Wembley Conference Centre, and although the show will basically a 'box-movers' one, it has already been rated as higher than the recent Commodore Christmas show.

In fact, things got so crowded at the Palace, Database Exhibitions (the organisers) had to appeal through LBC and Capital Radio for nobody else to come.

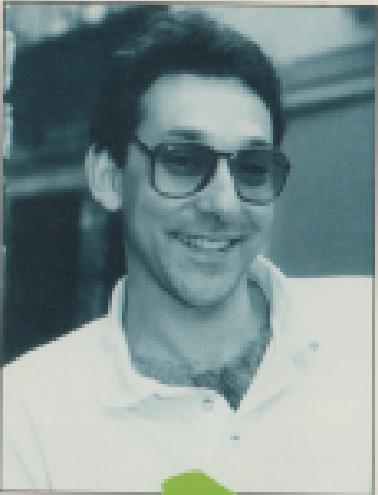
Three incredibly popular boardgames - Scrabble, Cluedo and Monopoly - are all to be released on a 'limited period' triple pack for the C64 cassette at £19.99. A disk version will be available at the same price, but will only feature two of the games: Scrabble and Monopoly.

Evelyn Hughes has lent her name to another Audigenic game. This time it is not based upon spot, and is more in the mould of pub trivia games.

Titled 'Evelyn Hughes' Arcade Quiz', often trivial questions in six categories: Pop & Rock, Entertainment, Arts & Literature, People & Places, and Pot Luck. You must progress horizontally towards a win bar by answering questions from the subjects, whilst collecting fruit and money. If you are too slow, or fail to answer correctly too many times, you will land on the losing bar, signifying the end of the game.

Fans are always insisting this into a real pub game, and maybe a TV show, so remember you heard it here first! By the way, the game doesn't feature pineapples!





Virgin Management has announced the appointment of David Bishop as its new Product Manager.

David has previously worked for CAVG, freelanced for Computer Gamesweek, and managed the production side of the now defunct European branch of Epyx. He will be assigned mainly to the development of adventure and role-playing games for the Leisure House label, and seeing as he has designed/co-designed many popular games himself (Bombard!, Fernando Strikes Gold) we can look forward to a strong lineup.

The latest Tengen game to come our way (via Domark) is Cyberball. It is an American Football derivative that did extremely well in the arcades.

Set some time into the future, the teams playing have been replaced by robots and the ball by an explosive lump of steel. There are no morals put on the field now, and it's mangle or be mangled in a mad dash for the touchline.

It will be released in mid-January (to coincide with the Superbowl) and will cost £9.99 (Cassette), £12.99 (Disk).



CH has been busy, and its latest product lies at the bottom of the sea before it's even been released.

Search for the Trinac is 'An Oceanographic Adventure Simulator' and it obviously features that large 'unsinkable' ship that suffered unspeakable damage after hitting an iceberg in 1912. Around 1250 people perished in the disaster and you must find the ship where it lies.

On The Tape

Colour Bind



Colour Bind is a multi-level strategy game that will have you tearing your hair out. Before you've reached the end of it, solving the puzzles may not be easy, but you have to beat the clock as well. As if that wasn't enough, you can try to improve on the original design - the game comes complete with its own construction kit.

The idea of 'Colour Bind' is to work your way through all 30 levels by pushing blocks of the same colour together. So all red blocks must be touching as must all yellow, green and light blue blocks. You control a ball with which you push the blocks. But be careful not to push them down holes or fall into them yourself. Dark blue blocks cannot be moved and act only as an obstruction.

Floors will only allow blocks of the same colour to pass over or be pushed onto them. For example, only red blocks can be pushed across or onto red floors. Screens have varying amounts of time allowed. When you finish a level, time remaining is turned into a score. Running out of time means the loss of a life. If you lose all of your lives on a screen, you will be allowed to restart from that screen by selecting option 2 on the title-page. To start from level 1 select option 1.

Three keys are used:
P - Pauses/Unpauses game
Q - Quits to the title-page
Run-stop - Quits the current life if

Quick Key Guide

KEY	PURPOSE	JOYSTICK
Q	Quit to title-page	None
L	Choose level	Up: Move up a level. Down: Move down a level. Right: Confirm level.
T	Set the time allowed	Up: Add 1 to time. Down: Take 1 from time. Right: Add 100 to time. Left: Take 100 from time.
C	Clear the game grid	None
CLEAR l/r	Move the object pointer l/r	None
CLEAR u/d	Move the object pointer u/d	None
F1	Save	None
F7	Load	None

you find yourself in an impossible situation. You have three lives to start with, and an extra one is awarded every 2000 points.

When you have successfully completed four screens you will have a chance to play a bonus game. (NB: If you start an old game you must still finish four screens.) You will be faced with a network of arrows with a ball at the top of the grid. You must push the block or the bottom of the screen onto the square trail of arrows so that it follows them to end up on the timer. Success means a bonus of 50 times the time remaining.

The designer allows you to create your own levels. To enter the designer select option 3 from the title-page.

There must be something to connect on all screens so you may not change level, quit, play or save until the ball is positioned and there are at least two blocks of at least one colour.

When you are happy with your masterpiece(s) you may save them to tape or disk. Press F1. You will be prompted for a filename and asked whether you want to save to tape or disk. The screen will clear and the levels will be saved. When the screen reappears the operation is

over. To load back your levels press 'T' and follow the above procedure.

When you enter this mode you will see level one being displayed on the left, to its right will be a block containing all 10 items you can use. At the bottom you will see a counter showing the level, and next to it the name that is usually followed for that screen.

At this point the computer is warning for you to select a level to edit. Push up on the joystick (Shift 31) to move up a level and pull down to come down a level. As you do so the screen will change to show the new level. When you have got to the level you want press F5.

You will then see two arrows appear. One pointing to the top-left square in the grid and one pointing to the ball in the object block. The

one in the object block points to the object that you want to position on the game grid. You can move the object pointer using 'DSR Up/Down' for left and 'DSR Left/Right' for right. When you have selected the object you want move the grid pointer (with the joystick) to the square where you want to place the object. Press F6 and the object will be placed. You may not place any blocks or holes on the ball or vice-versa. Only one ball is allowed on any one screen. Placing a ball simply moves it from its old position to the new one.

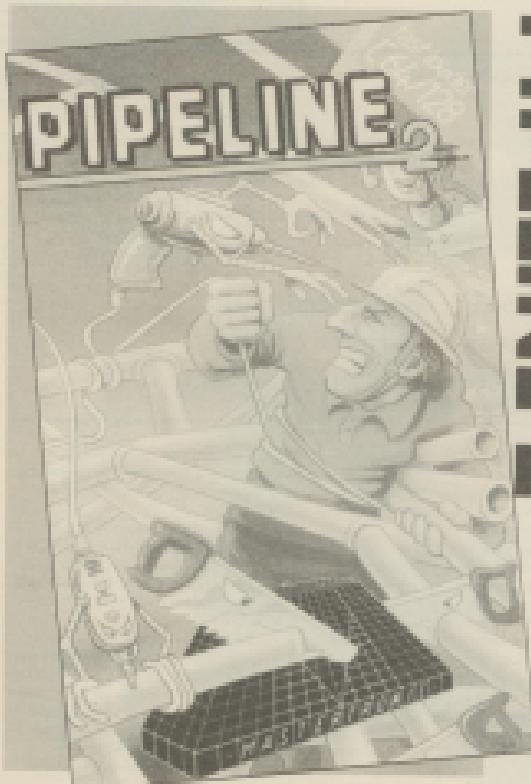
When you have designed your new screen you may want to change the amount of time allocated to complete the screen. To do this press T. The arrows will disappear. Pushing up on the joystick will increase time by 1 unit, pulling

down will increase it by 1 unit, right will increase the amount by 100 while pushing left will decrease it by 100.

If there's no chance for your screen, pressing C will clear it so that the whole grid is filled with tiles and the ball is removed until you reposition it. If you want to select another level to edit press L and follow the procedure described above.

If you wish to quit the designer and return to the title-page press Q.

When you have finished designing a level you may want to test it. Pressing P allows you to do this with 99 lives. P and RETURN work as before in the game but Q will return you to the designer and the current screen being edited.



PIPELINE 2

Foxman Fred has a problem. The pipes MUST be kept open and the boozers Fred, or Shrek. Alas, the owner of the plant will have bits of his anatomy removed in ways too unmentionable to think about.

Trouble is the workshop has gone between overnight and untilled holes of mangled drills, hammers and scattered sharp things are wandering along the pipes trying to pierce holes in them.

This must be stopped. Holes in pipes means holes in Foxman Fred and out here it is understandably ridiculous to undergo such radical changes to his plumbing arrangements. To tear off the canacks Fred has a gun and an unlimited supply of willing but dense scorpions (all called Mill by the way). If the tools break through Mill can fix it - if you can keep him unmolested at the site of the leak long enough to do his bit with the trusty Irish Screwdriver (hammer). One small complication is that a rival engineer has tipped the entire contents of His Royal Personages' insect collection - most of which are very noisy. A legged pieces of work - onto the pipes. As you are now about to assume the role of Fred it is probably only fair to warn you about the scorpions.

Get the barrels filled! The tank at the top of the screen only holds so much and you must keep the pipes intact to ensure that enough gets through to fill up the required

number of containers. As you progress up the levels, more barrels will appear at the bottom of the screen. You must ensure that they all get filled. Naturally, the task gets harder and the better you get, the more determined become the deranged citizens trying to stop you.

To repair a leak you must lead a will to the spot where the pipe is broken. To get control of the workman, simply walk over him! He will then follow you anywhere! Tools can be shot off the pipes if you line up the gun with the ranger by positioning Fred correctly. Once the level in the tank gets low, your score will start to decrease rapidly, and if it empties out - forget it!

Strategy

You can afford to lose containers with without loss of points, so long as Fred remains intact and on the job. Connect with any of the invading machinery will knock Fred or kill off the pipes, with disastrous effects. Use the workmen as shields if you have to, they're expendable and there will be another one along in a

Controls

Joystick in port 2, or Keys:

RUN/STOP - UP

CMDR. - Down

L - Left

: - Right

SPACE - Fire

F1 Pause

F3 Number of players

F5 Number of lives

F7 Instructions

minutes! Just keep those barrels filling. Don't move around the pipes unnecessarily, especially in the early



levels, since it becomes more difficult to defend Fred once you move away from a spot where he has a clear line of fire along the route; the names must take to get or him. It's also worth remembering that if you've nearly finished a screen and the pipes get busted open there could be enough left in the pipeline to fill up the barrel without you having to repair it any more. Defend Fred instead.

* Watch out for the scorpions, they don't die easily and will hurt Fred down around the pipeline. It takes planning to keep ahead of the crawl.



NINJA

He walks alone: NINJA in the land of death. His timeless quest: to rescue the Princess Shoko, pearl of the Orient, who is a prisoner in the Palace of Reeds. And he must gather idols she has dropped to prove his worth.

As well as fits of thunder and feet of iron, NINJA is granted weapons: a slashing Samurais sword, spinning death stars and a throwing dagger. But these weapons are also

Controls

Joystick only.

→ walk left

→ walk right

▲ jump

▼ crouch/pick up

→ jump right

▲ jump left

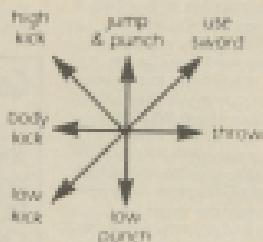
全立ル术

忍者道

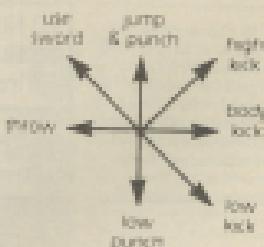
忍者



Walking left & holding fire button



Walking right & holding fire button



穴

穴

given to his fierce evil Ninja opponents who guard the doorways and the idols.

As he tries through the levels his opponents multiply, his strength drains but his resolution grows.

HIGHER LEVELS ARE REACHED THROUGH THE HOLES IN THE CEILING.
STAND UNDERNEATH AND PUSHING THE JOYSTICK UP TO ENTER FURTHER DEADLY DANGER.

When writing Araknifoe, I frequently tried to convince myself that I was writing it as an act of self-therapy. Along with a large percentage of the population, I am terrified of spiders and can't even look at photographs of them without feeling as if I've been punched in the stomach. And as spiders are frequent visitors to my flat, this can cause major inconvenience in my day-to-day existence.

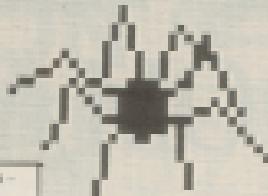
In most households, the favourite venue for spiders seems to be the bath. When containing a spider in the bath, only the most dedicated animal rights campaigner can resist the compulsion to wash the offending arachnid straight down the plug-hole. I frequently, however, run into problems with this technique, as my bath-timer is partially blocked, and the water does not flow out fast enough to take the bewilder spider with it. Often I see a spider clinging to the edge of the plug-hole, holding its breath and waiting for the water level to subside, so that it can come bounding out again. This has led to how-long vigils on the bath-side, shower-attachment in hand, to ensure that an intruder has really gone, and isn't just rowelling itself off in the overflow pipe before recommending the ointock.

It was after a particularly long and horrowing bath-watch, that the concept of Araknifoe came to me. The game is set in the bottom of a bath. In the distance can be seen the plug-hole, a chipping tap, and a bottle of famous name brand shampoo. The object of the game is to wash the spider down the plug-hole, by spraying a jet of water with the on-screen croshair. Bonus points are available from copping the passing shrimp. Ammunition (water) is limited, with level indicators on either side of the screen. To refill, aim the croshair over the chips from the top and press the fire button. After cleaning a bath, one moves to the next bath by a short burst of joyridic wiggling, while being chased by a particularly large spider.

The 1 or 2 player option is selected by pressing keys 1 or 2, and the game is started by pressing the fire button (joystick in port 2).

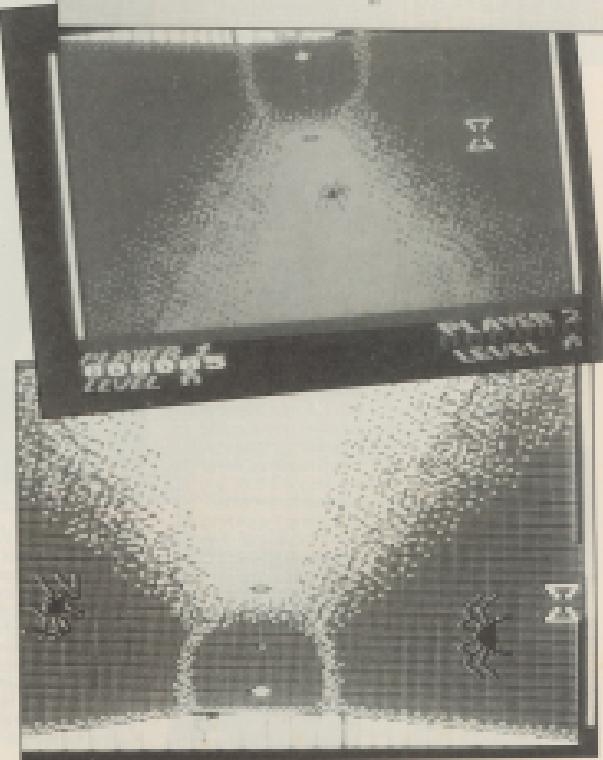
As I said, it seemed that writing a computer game about spiders might be a way to purge myself of

Araknifoe



my absurd feelings about them – designing 402 spider sprite definitions, spending months watching them scuttle across my monitor screen – but if we aren't to let the spiders in my computer have turned out to be even more indestructible than the spiders in my bath.

Stephen Chace



GALDREGONS DOMAIN

78%

Supplier: Pandora

Price: £9.99 Tape, £14.99 Disk.

Every land in peril needs a hero, commanding, from loathing, hypermoniacal slaughter house of a barbican and the land in need has you. As if that's not enough, a wizard of an evil persuasion, who has recently risen from the dead, has vowed to destroy the kingdom with the aid of the magic gems.

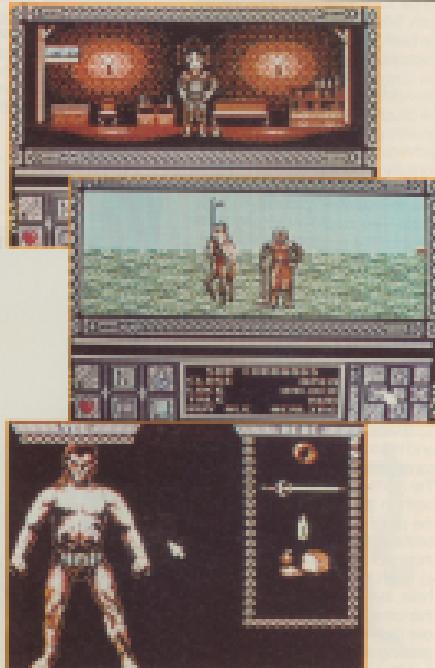
The King must be desperate because he has sent for you and named you as his only hope, this is because all the previous questing heroes are now dead. With a dagger in your belt and an ego the size of an elephant, you set forth. Deciding to stay clear of the tavern until you gain some nice pointy weapons and a mail suit, you visit the local inn. It is best when conversing with the landlord to ensure that you are in role mode and not fight mode, as shivering the landlord does not lead to prompt service. Switching modes and accessing the other commands is via joystick controlled pointer. This can be a little slow at times so be prepared to select the attack option as peaceful creatures will wait for you to talk and a hostile one will not.

As you wonder, the locals will pop up (literally)

for a chat. This idle gossip not only relieves the tedium of the journey but provides a few helpful hints for your barbican's continued survival. Visiting the few scattered houses will acquaint you with the various healers and several generous citizens who will equip you for your task.

At this point you may regret buying the cassette version as it has no map facility and three fewer movers. For a well prepared barbican the movers should be a blessing. Searching dead bodies provides many a useful item and introduces you to the inventory and item manipulation screen. Here you see an image of your character and what he is doing. For detailed inventories of the area around your character and what you are carrying, you must access the drop-down windows. Items can be dragged from one window to the other, simulating the picking up and dropping of objects. At first the number of potions and weapons found may seem overwhelming but when the option shots, the positions get quaffed and the weapons wear out, so carry a spare.

Having bleedied your weapon in the tavern, you seek greater challenges and the local bad guys are



happy to oblige. In the enchanted land of the elves, a non-mapping adventurer may soon become lost despite the good intentions of the elves. The dwarven mines are less than friendly but benevolent, for something nasty lurks down here. The final frontier for the fearless hero is the temple where

guards abound, both human and elvish.

On the 16-bit machines this game did not come to much but on the Amiga the graphics are good and the gameplay fast (if you can grasp the icons). A good hook-in slot escapade with a little mapping thrown in for variety. AP

I never played the original Double Dragon, and on the strength of the sequel I'm rather pleased. The original story concerned the abduction of Billy's girlfriend Marion by evil street gang, The Black Martians, and the efforts of Billy and his brother Jimmy to get her back. This naturally involved going on a wild kill frenzy and wiping out the scum that runs the city streets, etc.

"Well, now the Black Martians have come back apparently having been raised from the dead by the magical powers of the one surviving member. Now they have not only taken Marion again, but this time they have killed her (good for them). Your task is to find her, and discover the secret that will bring her back to life. Oh, and while you're at it, why not indulge in a spot of mindless violence?"

"Why not? 'Cause the game is a piece of dodo-doo that's why not. It's a one or two player set up and you rotate on the role of Billy or Jimmy. The joystick controls direction, and the fire button will allow you to punch, kick, jump and all that sort of stuff. Basically you just have to fight your way from left to right until you reach the end of a level. There will be a selection of different style baddies attacking you, and a selection of weapons to pick up and use."

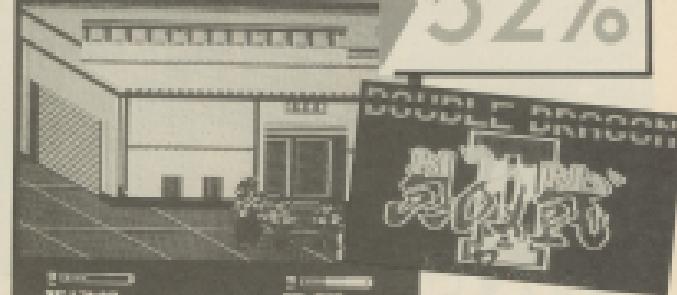
All this sounds OK, but when you get down to playing the results start to show through. The spine-direction is lousy; you can easily find yourself being teleported by a flying cage that doesn't come anywhere near you, and walking into a wall that looks as though it's way away from you.

The animation is quite good and the various reflexes of enemy are suitably aggressive.

DOUBLE DRAGON III

Supplier: Virgin Mastertronic
Price: £9.99 Tape, £14.99 Disk

52%

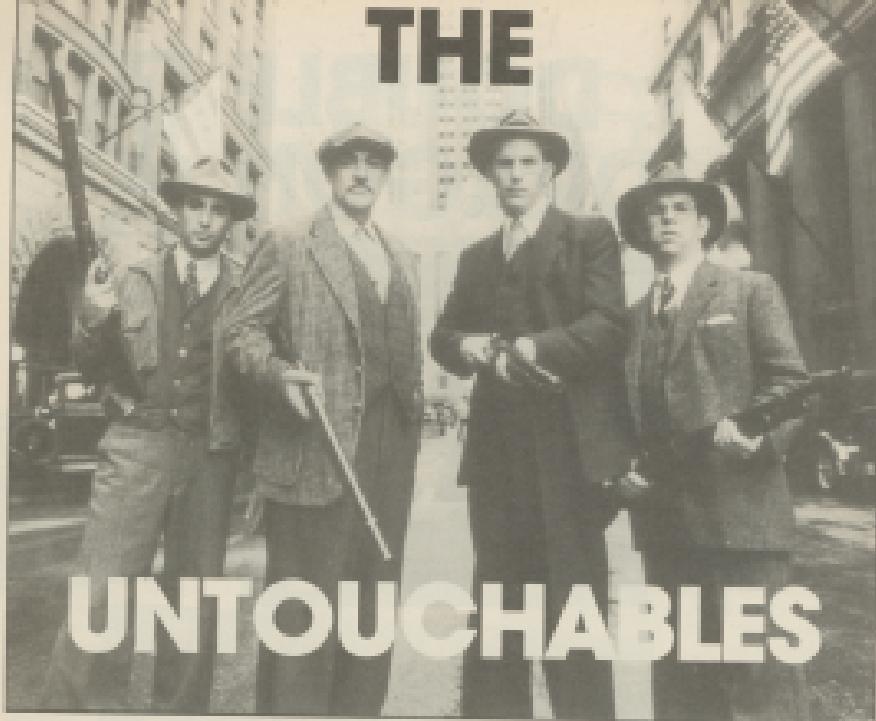


A. Daa, it's the Rose stage!

Get ready to subscribe! ▶

looking, it's just the usual gameplay that's no good. Level One is pretty easy, and so is level two, but it will take quite a dedicated player to reach the end. I certainly can't be bothered to put that much effort in.





THE UNTOUCHABLES

Supplier: Ocean
Price: £17.99 Disk

Chicago during prohibition. Hell of a place. I can't help but have a great deal of sympathy with Capone and his Mafioso boys. After all they were only providing a public service. I mean how much fun can you have when there's no booze about? Maybe this is the reason I'm no good at this game. I just can't get into the role of Eliot Ness and his goody-goody terminal baddies. I want the baddies to win. Surely it can't be that the game is hard?

"Well maybe it is. It's definitely a very complete game, with six different, and varied, levels all based quite accurately



on real scenes from the film. Now the film is pretty violent, and old Sean and the boys certainly weren't adverse to a spot of mindless kill frenzy shoot-'em-up action but maybe it wasn't quite as bad as this. Take the first level. You remember near the beginning of the film, where Ness, all on his own, turns in on Capone's boot factory and busts open the joint? Well certainly he visited a few saloon/baccerunnes but in the game he has to break a hell of a lot more. It's a fairly straightforward platform-type game with lots of crates and things to climb over.

The object is to find ten of Capone's accountants, blow 'em away and grab the ledgers they drop as your bullet goes into their flesh, smashing their bones.

and splattering like juice all over the walls. Very messy, and not all oil easy. You see these buggers aren't deaf, if you get anywhere near them they run away and you have to be quick if you're going to catch them. There's also a lot of little minnows running around and all are quite keen to take the scalp of Mr Eelie 'Wisher than 'Shine' Ness. That's you by the way.

If you manage to gather enough evidence to get onto the next level you find yourself at a bridge on the Canadian border, where a shipment of dodgy Whisky has just arrived. This is the most dangerous of all the levels, as the object is not to kill people but to destroy boxes. Horrible. By this stage you have got your team of UnTouchables together, and there is the option to swap between them during the level in order to avoid getting blown away.

Levels 3, 4 and 5 centre around the shoot-out at the train station. In Level 3 you are on your way to the station and have to battle through the baddie-men, shooting, or rather killing, a host of Capone's henchmen, before you get there. Again you may switch between which of the troubleshooters you have under your control, and have the option to reload and all that sort of guff.

Never it's into the station itself and it's sicko time cause he's got to stop a small baby in a pram from perishing horribly in a hall of boulders, while maintaining his pursuit of Copone's accountant as he heads for the getaway. Kill those boulders, while being careful not to get innocent bystanders, and make sure little bubbly doesn't go hurtling down the stairs. Then you're onto the platforms and Copone's red SUV never anyone has

taken a hostage. You have just five seconds and one shot with which to waste the baddie, and if you fail the hostage dies.

The last-level Invokes Hess' rooftop battle with Frank Mele, Capone's right-hand man, but it's going to take you a long time to beat that for.

What you think the

game the graphics are great, and the atmosphere created by the sound effects is spot on. It's really a very good representation of the film and there is such a variety in the various levels that you'll keep interested for a long time. There's no simple shoot 'em up stagecoach till the snow comes.

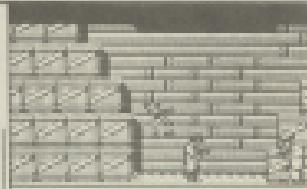
looking to do just a little bit more than kill bodies.

It's not a terribly original game but so thorough it's definitely worth looking at. If you enjoyed the film, you should be familiar with and enjoy all aspects of the game.



• The last number is about

**THE CHICAGO
DIABOLICAL:
MESS JESUS IS BLOODYHATE**



• What is their name in their city
area?



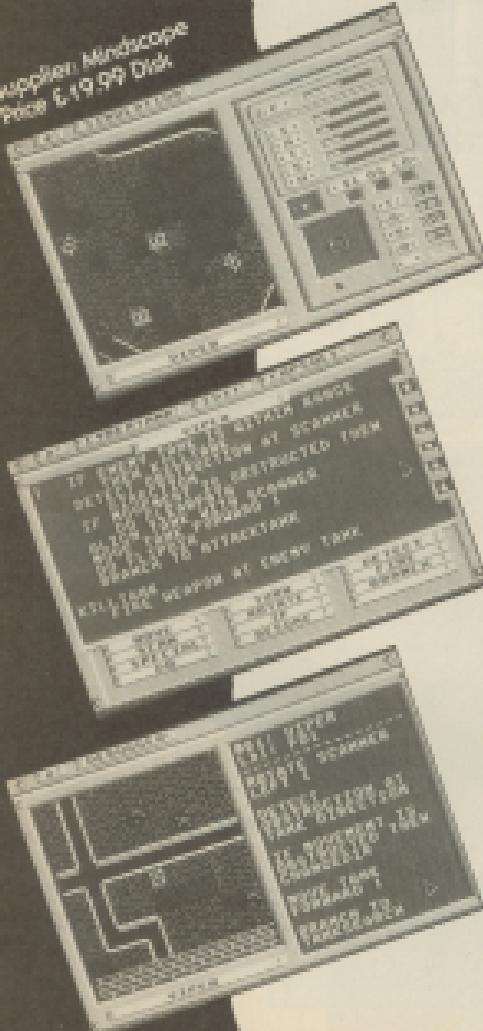
► I have had terrible hair loss after



78%

OMEGA

Supplier: Mindscope
Price £19.99 Disk.



I thought that I heard an evil cackle when the editor phoned up to ask if I wanted to do a review. My suspicions were further aroused when the package arrived in the post with considerably more stamps than is normal for a computer game in a fifty ploy. Despite my jitters, there was nothing to fear in the box as there was some instruction that I opened it. A couple of disks, a few sheets of reference guides, an introduction to the game and the instruction manual. But the instruction manual.

Instruction manual. I have seen thicker DGA manuals. Over 200 pages long! And here was a little volume... okay to mangle the minuscule of Omega, the code of the Omega Project.

The first few lines of future civilization read: 'the norm of the game'. You have got yourself a test job visiting all the Organisation of Strategic Intelligence, you just assigned to the Omega Project, developing the code in unlimted levels that will be the backbone of your government's defence system for some considerable time.

Before they let you loose on the real things though, you have to undergo various training stages in which you have a limited budget to spend on a prototype. Only if this is successful will you be given a progressively

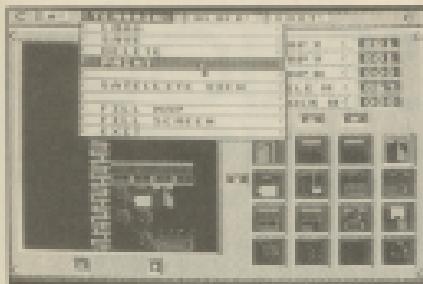
higher security clearance.

The physical design of your tank is perhaps the easiest part of the game. You must select a tank class, fixed heavy drive system, spinners and magazine system for your tank. There is no need for upgrading. Any upgrades you can allocated further funds with which to buy better technology, programme in new optional service routines, train weapon crews, shields and repair kits. Only when you have completed all your training you get your hands on unlimited funds.

A tank sitting in the back yard gathering rust is no use to anyone though, so the next stage is to tell in what he do and this is where that unusefully icon is you. Have you got to grips with the programming system? The Cybermark Command Language.

This is a simple structured language following named procedures and is not as difficult to learn as it first seems. This is because many of the modules that you are likely to want have been written for you and can be found in a library of routines on one of the disks.

In addition, the command structure within the game prompts you all the way along to get the syntax right. A menu of key words appears at the bottom of the screen and selecting one of these



leads into a sub-menu appropriate to the chosen command.

At the end of the game, you are only likely to be concerned with the board of moves, find and destroy the enemy. It is very easy to progress that you definitely do want to include advanced Indian techniques (i.e. cutting away). The manual is very helpful, leading you through several worked examples, but I emphasize that even I could understand.

Unless you think you might already have got the program to customise your design, this involves checking that all the parts of the task are present and that there are no glaring errors in your logic.

If everything checks out it is time to go and build your creation on a simulated battlefield, either one of the three included in the game or one of your own design. Again, you can vary the conditions by adjusting the number of tanks, what your objectives are and whether you are working alone or in a team.

You will no doubt have to make a series of modifications to your design at this stage as you discover why the enemy is shooting you off the time and not the other way round. When you are happy with what you have got, you can ask for deviance. This puts your machine into a series of ten random encounters

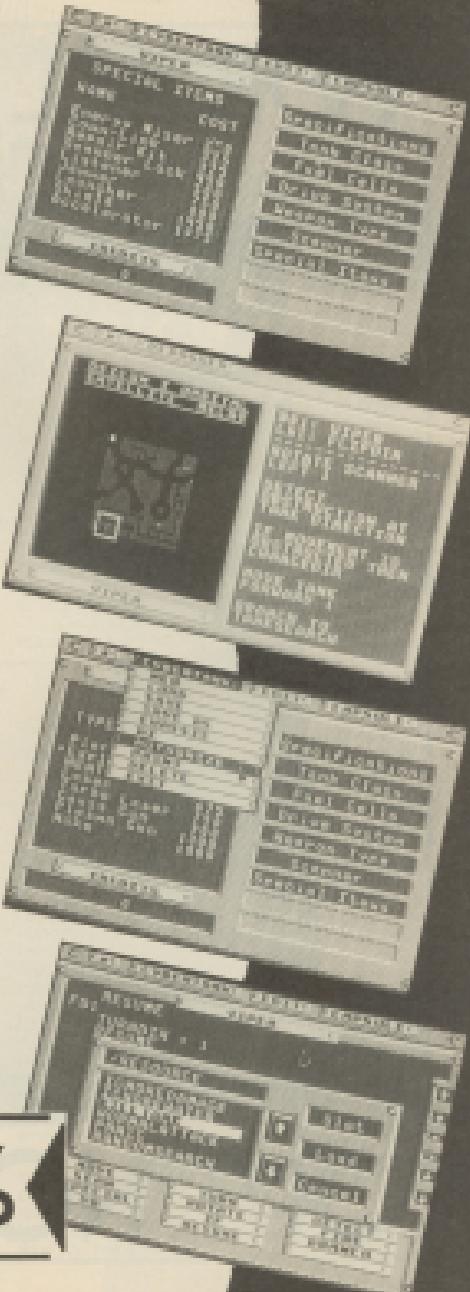
and assuming that you win at least 70% of your battles, you will progress three trigger and better things.

The graphical is very thoughtfully somewhat dazzling to start with and there is a sort of jargon that is supposed to add atmosphere to the game, but which I found to be unequivocally confusing. A few extra graphics such as players of your design would not have gone amiss either but then the game never intended to be a game that was relying on graphics appeal. The controls are generally simple to follow with logically designed menus pre-helped along.

Occasionally I found that I could not download for a particular disk that I needed, but that was the only slight criticism that I have encountered so far.

I would recommend to any that Omega will appeal to everybody. Certainly it appeals not like some kind of military cells, then you played better well design logic and programming appeal to you though, then you should find enough here to keep you quiet for more a long winter's night.

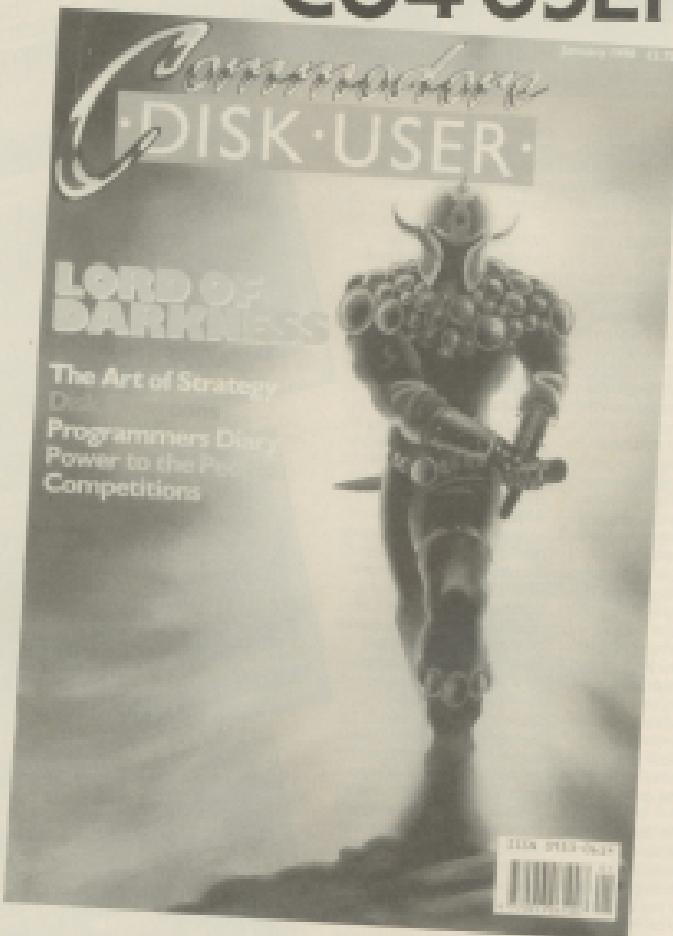
Gill



72%

GRANGE

FOR ALL SERIOUS C64 USERS



OUT NOW!

MOONWALKER

Supplier: US Gold
Price: £14.99 Disk,
£9.99 Tape

"I'm bad, I'm bad" screams the pokey little speaker on my dodgy monitor, and I can't help but agree with it. The game lives up to the song too, but maybe not in the street

skag style intended.

I'm not a great fan of the mutant singer myself, and taking on the role of the coffee-coloured copper, especially when the object of the first level is to disguise yourself as a rabbit. Yes, a rabbit. You

see, young Michael is stuck on a Hollywood studio lot surrounded by all sorts of foes, such as Japanese tourists, cowboys on horseback (presumably leftovers from the later Ray Rodgers epic), and Granny and her Grandson. You have a radar which directs you to the various objects you have to collect and dress up in while avoiding all the rampant fans as they descend on you trying to steal your platinum disc. Once you're fully dressed up, and now look

at Michael Jackson strikes me as being a fete worse than death.

Finally there is the arena, where all sorts of laser guns and cannons are pitched against you by Mr Big's henchmen, as you battle onward to take the hiddies to safety. Personally I'd be more satisfied by joining up with Mr Big and putting an end to the little bear once and for all, but then again that's not really the point of the game.

The graphics on this game are really rather nice, and when you start playing it seems as though you are going to enjoy yourself, but after ten minutes

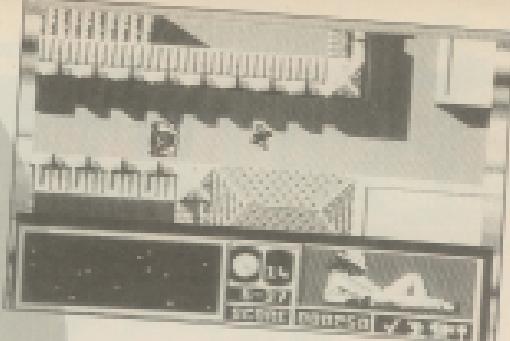
wandering around the first level you begin to have your doubts. The game is slow moving and pretty uninteresting at this early stage and while it's pretty hard to find all the bits and pieces you need it's also pretty hard get yourself killed. The radar screen is nicely presented and fairly helpful, but the game is still boring. The music, you'd have thought, would be pretty integral, but all you get is a hideous blip-blip-style version of Michael Jackson's hit which becomes very irritating after a certain amount of time.

I didn't enjoy this game at all, but to be fair, it's pretty enough that for undie-loving Jackson fan might think it the best thing since sliced good cheese. Not for me, I love good cheese.

BB



LOADING LEVELS



64%

BATTLE CHESS

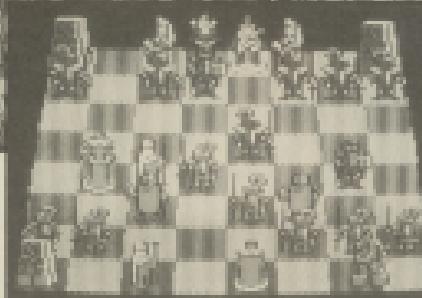
Title: Battle Chess

Supplier: Electronic Arts

Price: £14.99 Disk



Snippie Chess.

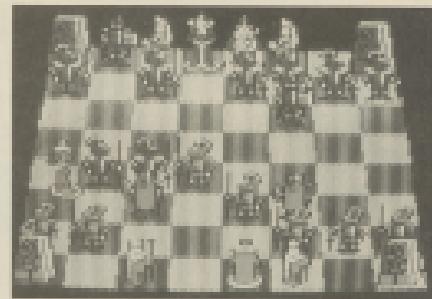


For reasons that will become obvious, the gamer is supplied only on disk and features 2 megabytes of compressed common sense that combine to literally bring to life normally stale and static chess pieces. Now the move pawn takes pawn isn't as simple as it sounds, as the losing pawn doesn't give up without a fight to they duel to the death.

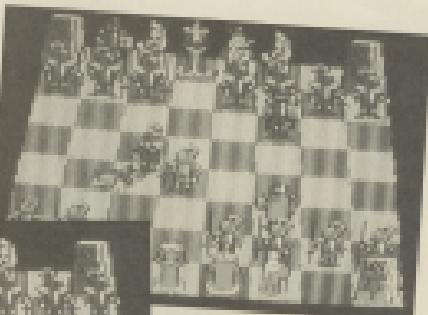
The fact that the game also features a sophisticated chess program that offers both 2D and 3D views, and ten

levels of play is almost forgotten, as the crimson takes over. In most chess games, that offer 3D views, this usually gets switched to 2D as it adds little to the game. The wind of change finally blows, though.

Pieces now move according to their type. For example, a pawn marches up the board; the king shuffles, the queen has a very little wiggle and the knight shoves other pieces out of its way as it moves to its new position. The rocks are in fact rock monsters that stomp as



A Pawn Bumps Pawn!



Get It off your chess!

80%

they move and stomp on anything that gets in their way. The fun really starts when battle begins and each piece matches up has its own sequence of crimson. When pawn meets pawn it's a straight sword fight, but when the better pieces get involved the fun really starts. When a castle is winning it punishes its opponent with a great fist, but ripples and crumbles when defeated.

The queen uses powerful magic and either traps an opponent or opens up a pit in the

board for them to fall in. When the tables are turned she picks up her skin and runs, only to be caught in the body. My favorite fight is when two knights face each other in combat. The result reminds me of the Black Knight in Monty Python and the Holy Grail as the losing knight first loses one arm, then the other and then both legs before he is finally defeated.

This is one program to have handy whenever anyone asks you what you can do with a computer.

Bushido -The Way of the Warrior

Supplier: Firebird
Price: £12.99 Disk,
£9.99 Tape

And I say to you, if you serve Me, keep My commandments. And He will say to you, 'Behold, you are a blessed man, for I will give you the keys of the kingdom of heaven; and whatever you bind on earth shall be bound in heaven; and whatever you loose on earth shall be loosed in heaven.'

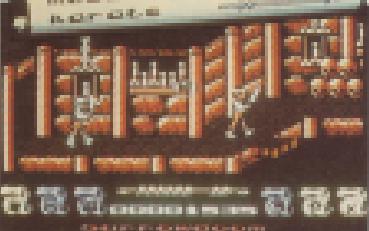
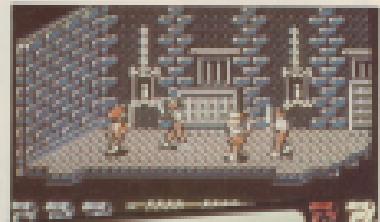
...and for an
otherwise mortal, so your
choice of death will lie
among the choices and
nights of hell, moreover
power to name a few! Both
choose from with
the skills, courage to be
done, and the items
training gods of many and
the choice between
trading and fighting.
The connection of your
dead will be the
choice you make.
However, it is known
that dying after age amic
one's jungle of doubts.
The dead do have their
ways though, as you will
find out if you run in the
forest after the soul of the
mystic before death by
combat a place to be feared
as a mystic will
instantly support your hero
to safety when mortally
wounded. The problem
with this is lots of progress
and the time taken to heal
your character, too many
days home could be used
too old and too terrible to be
anywhere else.

Before ordering the flowers, you can make

character, mix ingredients to make spells and arm him with collected weapons. The making of potions to hit and miss offensively can but combine ingredients and hope for the best. Some of the concoctions are 'head', 'fear' and 'soul'.

Upon entering the fortress you are presented with a view of the room blocks in plus an assault of enemy fighters. You hope you chop them down, or throw throwing stars, thus reducing some foes and increasing your free to search time. At first the ability to chop them down the walls seems like a blessing but with time you would notice that searching for hidden items will include many weapons, traps, poisons, words and one of important magical chess. A chess set will be presented until opened and used. But, once open the magical ingredients will start from end and not constantly supply you to dispense. An army of 100 in your quest you can access

the options panel to change field items, column patterns and search results.



with keys. Descending into the former reproduces you to some of your colleagues, who, rather than extract your potential, will instead blame you for their own lack of ideas and poor sharp implementation. If progress goes to a halt, pay heed to the words who give you pivotal clues when collected.

第10章

plodding character in this game; it goes for the throat in a big way and the self-generating map really eliminates the one possible gripe. Not a full-blown role-playing game but a nice mixture which will delight those who prefer to hack fire and plunder lone.

FOOTBALLER OF THE YEAR 2

Supplier: Gremlin
Price: £14.99 Disk
£9.99 Cass

It was spaces...
Goals... Misses...
Doses and myself who were waiting at our respective robes when the announcement was made. The gym-faced hair slowly opened a golden envelope, and my mouth swelled a large basketball hoop when my name was read out loud. "The winner of France's Kinetech model of the year is Nik Henderson". What a shock. Doses won the Footballer of the Year award for the third year running, but he looked extremely perturbed that he had failed yet again to get the big one.

Footballer of the Year 2 expands on the firm groundwork that is prequel last (beforehand). Footballer of the Year was good, but not as good as it could have been. It was buggy, and its arcade sequences relied too much on luck (as did the boardgame). This updated version, however, would never make a boardgame as it works almost entirely on the skill of whoever's playing.

The game is basically the same as the first one. You must become footballer of the year by scoring mega amounts of goals for clubs and country. The time though, there is

only one division (the UK Superleague), consisting of teams like Liverpool, Arsenal, Rangers, and Shamrock Rovers. You can change the names of the teams involved, but the league structure remains the same.

There are goalcards, as before, although the method of scoring has been completely rewritten. Instead of just hitting the

ball in a direction and hoping for the best, you are shown a diagram of the plan of action. You must follow this plan in order to receive the ball, and shoot into the goal, hopefully past the goalkeeper (the sequence reminds me a lot of Red Hot and games of that ilk).

If you score enough goals in a specific match, you may be chosen to play for your country, which involves competing in the World Cup. When you do so, you must score in each one of your international games or you will be dropped. There are

also two home tournaments, and your Footballer of the Year chances rely on you winning medals in these.

There is also a small quiz section, which allows you to "double or quit" with your money. This is unbelievably slow and it makes the game a lot more straightforward (due to almost unlimited amounts of cash). There are nine skill levels to compete on, each of which makes the opposing team shoot much faster, and harder to score against.

Footballer of the Year 2 has been easily improved in comparison with its "older brother", and in presentation alone it has moved the old theme into the '90s. It is great fun to play, and it is almost as good as Kinetech model of the Year 3 simulator, BH

A	B	C	D+	E+	F+	G+
B+		D+	B	E+	H+	H+
D+	B+	D+	B	E+	T	H

PLAY YOUR HOME OR WORK COMPUTER

91%

FUN * 1

ZKORNER

KOMPILATION

To the software houses this is the most crucial time of the year, as the money they can get from you to spend will fund all the development for next year's games. The fist line of attack are the big name games such as *Hard Driven*, *Operation Thunderbolt* and *Ghostbusters II*. If you've got any money left over that isn't spent, prepare for the second line of attack, the compilations. These aim to entice you with three, four or even five games for the price of one. The compilation line-ups look even stronger this year as they contain titles such as *Operation Wolf*, *The Burner* and *Thunder Blade*, all of which challenged for the top spot last Christmas.

Everyone's a winner with compilations. The software house already has the games and so only needs to package and market it, and you and I can bag a bargain or catch up on missed titles. Titles must cost around £12.95 on cassette and £17.95 on disk, you can afford at least one blast from the past.

US Gold

US Gold challenged for the top spot last year with the helicopter shoot-em-up *Thunder Blade*, so it isn't surprising that their features in two of the company's three compilations.

The first pack, called *Gold-Top Hits*, is close to tie-in with Computer And Video Games magazine's (what's that? - £6) and features five of the top US Gold title-top compilations of all time. Alongside *Thunder Blade* there is the 1985 *Christmas Number One Run*, shoot-em-up driving action with *Road Blaster*, a race from the grave with *Spy Hunter* (the game that started off the road blasting games) and the *Capcom classic* *Basic Commando*. If I had to pick just one game, I think I'd go for *Blade*.

Commando is fast, fast-shooting, arm-waving, will-o'-willing action really gives you the feel of a flavoured *Commando* raid. Which would you pick? The good news is that you don't have to choose as they're all available in the one pack.

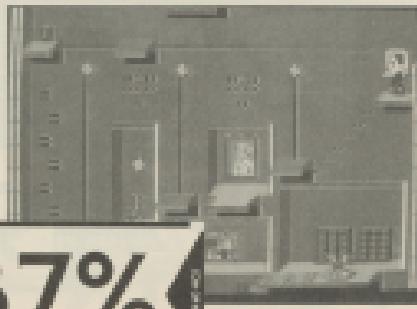
Winner is the appropriate name for US Gold's second compilation that also features *Thunder Blade*, this time being accompanied by a combination of arcade, Amiga and platform action.

The film action is provided by the game based on *Indiana Jones and the Temple of Doom*. Actually, it's the game based on the arcade machine based on the film in which you must banter Thugger guards through three levels of snakes, pits and railroad cars, collect the moon stones, and save lots of children. Once you've done that you can flex your button finger in *Blackbeard* and *LED Storm* before taking on the evil *Edu Atomancer* cabin in *Impossible Mission II*. This is the pinnacle of platform games and combines 3D graphics with all our action and joystick juggling powers.

76%

Impossible Mission II was written by Epyx and sold in the UK through the US Gold, and so naturally finds a place in the *Game-Guru Action* compilation. Here it is joined by *Mad Off Road racing*, *Street Sports Basketball*, as well as two from the famous "Games" series of games. *California Games* offers 8 players "fun in the sun" as they attempt to set six events, including *Half Pipe*, *Skateboarding*, *Surfing* and *Footbag juggling*. The

87%



Games' Winter Edition is a more serious affair as it simulates the ice cool action of Winter Olympia, complete with opening ceremony, medals, flag, and national anthems. It's also one of the best of the Games games and offers seven events including the speed of the Luge, to the stamina of the cross country race. Perhaps the funnest is when other people attempt the shooting while you sit back, watch and laugh.



100% Dynamite features four explosive games in one pack, including the high flying After Burner, turbo charged 'MC Le Mans' and hungry action with Double Dragon and Last Ninja II. Two kung-fu games may sound repetitive but they are totally different in style and gameplay. Double Dragon is side-way scrolling action as you systematically beat up a gang that kidnapped your girl, whereas Last Ninja II combines running 3D graphics, ancient martial arts and downtown New York complete with crooks, drugs and corrupt cops.

75%



Ocean

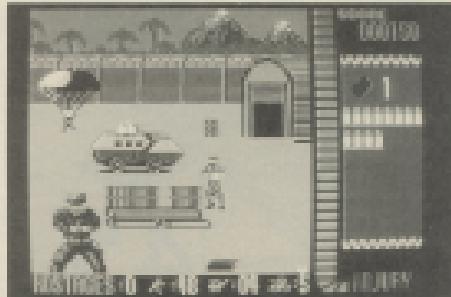
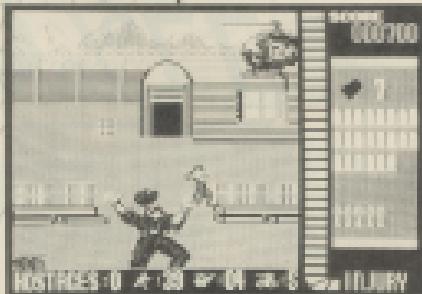
Ocean's success last year surprised everyone, including Ocean itself as it topped the Christmas chart with Operation Wolf, but replaced that with RoboCop, which stayed at the top for 30 odd weeks. That's still selling so you'll have to wait to see that in a compilation, but Operation Wolf heads up Ocean's Mega Mix.

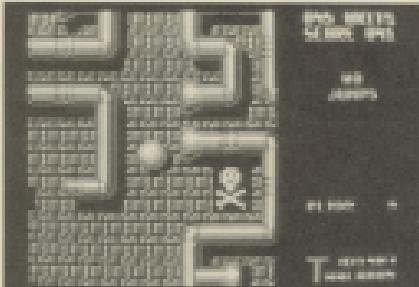
Og 'Wolf' is another favourite cabin-cop conversion so look out for this pack. It also boasts broken-up action with Double Dragon and Dragon Ninja, as well as the game based on the Real Ghostbusters. When

curious about this is that it's based on the Saturday morning cartoon series and not the film, so maybe it should be called the Real animated copy Ghostbusters.

75%

82%



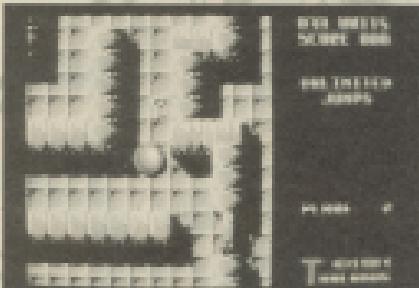


Scandinavian Journal of
Gastric & Esophageal Research

Gemini Graphics has built up a reputation for good and original games and its first game House At Ostrington is worth a close look. The pack of the cards is undoubtedly Highjacker, putting you in a duel over the inter-blocks, ocean in the depth of the night. You fly a fighter, born from a missile to destroy the Blaster. That

action is ably supported by
gambles like *Artura*,
Technicop, *Master*
Moskito and *Shake Crazy*,
although as a whole, it
loses the punch of some of
the big name
commodities.

62%



77%

Index

Thokomus is another small software house with a big reputation and has carved its own niche in the "blow the alien scum" market. While it produces its next game, it has released the software equivalent of its greatest hit album, *Test The Hits: 1988-1990*. It offers six games for the price of one, including *Saucon*, *Delta Runner*, *Moon and Armolyte*, which all illustrate the various permutations of blinding aliens, as well as hack and slash action with *Hawkeye*, and the closest but excellent *Quedex* that consists of puzzle after puzzle to torment your reflexes and mangle your mind. The game selection is the usual "extraterrestrial."

Demok
Heigh! The ultimate challenge for all aspiring young Jedi...to the floor! Waa-Moggy crams the spin-top conversion action of Star Wars: The Empire Strikes Back and Return of the Jedi into one box. Now in one evening you can dueling with Tie Fighters, destroy the Death Star, defeat an army of attacking Imperial Walkers and hurtle through the Endor jungle on a jet Speeder.

卷之三

45%



Hannan

Last, but by no means least, is Hexagon's *Charming Collection* that offers six of the best in all our catalog. Games like *Sorcery*, *Eliminate*, *Lightforce*, *Exalon* and *Cyberoid II* need no introduction, but it's the sixth game, *Unidrum* that will steal the show. You may have seen/heard of this game but you're sure to have played something like it, as it has

Inspired counters, copies that have tried to re-create its graphics and gameplay. Now you can fly over the original metallic landscapes and zap the original waves of aliens while at the same time grab yourself a piece of software history.

Tony Hartung

90%

LIVERPOOL THE COMPUTER GAME

last month it became clear that the only game released were computer simulations. This month football games are all the rage, and the latest thing that has hit the market is 'Match of the Month' football clubs in the world, Liverpool.

It is just particularly a management game. There are far too many of these (see 'Match of the Month' anyway), so

isn't really due to the fact that they have created the most playable football sim on the 8-bit since Emlyn Hughes' International Soccer.

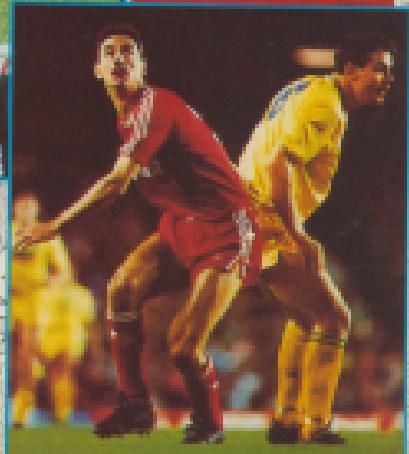
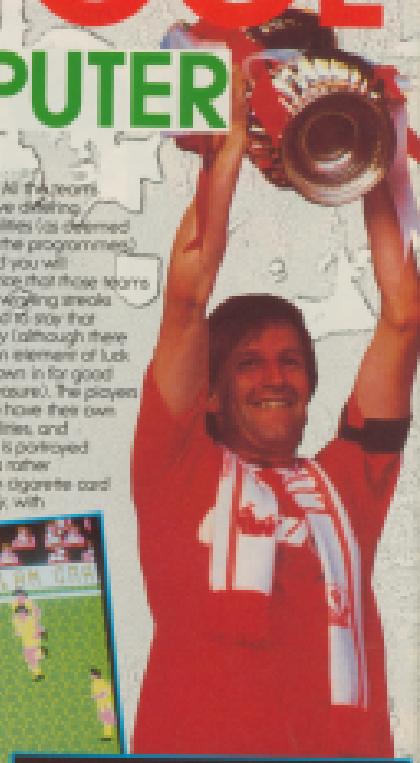
There is one complete league in which you compete (as Liverpool football club), plus the FA Cup. The football consists of 20 teams (the top division being the only one featured, incidentally because the idea of

all the teams have different abilities as defined by the programme) and you will notice that those teams on visiting weeks tend to play that way (although there is an element of luck thrown in for good measure). The players too have their own abilities, and this is portrayed in a rather sick cigarette card way, with

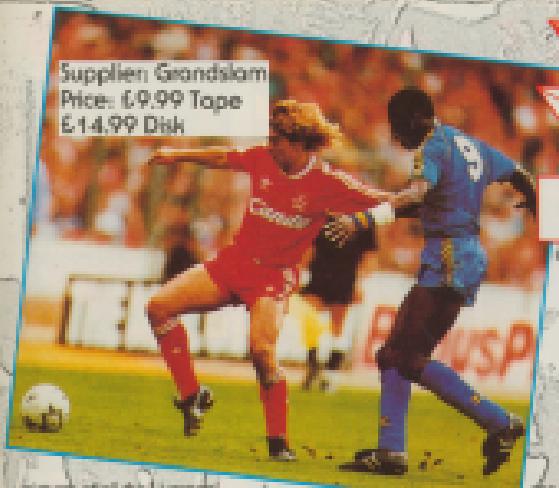


isolation after going to see Coronation's latest in the football模拟 category, this observational Peter Berkeley game, that I do with gusto, which is

about as boring as going to a bodybuilding contest, and the 100+ features of the football simulation genre, plus some excellent third-fourth and a few More League sides, translated for good measure.



Supplier Grand Slam
Price: €0.99 Tape
€14.99 Disk



FUN ★ 1

percentage of the 1,000
playing staff. Each player
when you are playing
through the year has a fitness
and a form sheet, plus lots
of details about his
previous playing career,
and the greatest of goals
he has scored. Players can
also be suspended and
injured, making them not
available for teams
that particular
week.

So if you're down to picking the team, once they've reviewed your players, you have the option of choosing the top thirteen for the leg. Ranch (between plus two), substituted. This too is displayed with suggestion code, although they may be substituted on a 100% basis, the government can't force them. By choosing the code of the player in a youth position (if a pro player gets out of position), their ability will dramatically increase.

Apophysis is a soft, toothy garnet-like mineral (feldspar and quartz) that is often found in association with olivine in peridotites. It is also found in some pegmatites, such as the one described above, and often occurs in certain depths near the surface. Also, instead of having the typical cat's eye

pitch it in one screen. Liverpool gives you a feeling that it could be being screened by a commercial crew. The playing area is a small part of the entire ground.

The bottom of the screen shows the time, shaped, the goals. Obviously, the teams playing, and the player currently in possession of the ball. Each player is slightly different so you'll get to know all their weaknesses and strengths over the season. There is a referee (although he must

be something
that a beginner
can play,
but also has
not been
done and he
can keep on going.
Send off or play it
for a silly fool.
(This is what players can
call themselves.)

Realize you've had
through the "stealing" (legal)
option. If you side a player
from the front, then it's a
Google. A slide from the
title has a small
percentage chance that
the player did will be
fouled. And a slide from
behind carries a very large
chance that there will be
real committed.

These options extend for the longevity of the game, and I think they will take a fair while to get through one session.

Another smaller option
here that makes the
game that little bit more
interesting is the highest
Rockbreaker shield. On reaching
this point, which has reward
decorations.

The graphics is clear and very smooth. The graphics are a couch duette but as good as one could expect unless physically unable to suffer. The music ("I'll Never Break Alone") that plays at the beginning is a great version, and the game is just Liverpool all over. The club (my team), if you haven't guessed already, should be proud to have its name on the top of this game masterpiece. You never know, you could even score a goal post behind in the last minute of injury time in the last game, in order to win the league. That would be something!



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TELEGRAPHIC ONLY
OVER THREE

EYE OF HORUS

Supplier: Logotron
Price: £9.99 Tape

A long, long time ago, long before Mac Donalds started hocking down fastfoods for us to breed come for their burgers, long before the Tony Government free child benefit, thus depriving those in most need of a reasonable level of aid, and long before the oceans become poisoned and the rivers choked with the detritus of industrial production. Long before any of those things, the god Osiris wondered around a lot being godly. And everything was just chummy because Osiris was the king of Egypt, and his wife Isis was a bit of a sexpot. His brother on the other hand was called Set, and he didn't like it much, mainly because all the children in the city would chase him and call 'Has the jolly...'. So Set became ever more mischievous and malignant, and connived to usurp his half brother, and take the kingdom, and especially the morally loose Isis, for himself.

And then the plot thickened on and on, until even die-hard Neolithic types fell asleep with boredom. Suffice to say, the mission is this: You are the son of Osiris, namely Horus, and you have to find the seven bodily parts of Osiris in the tombs. Also down at the bottom of the tombs (Osiris' ca. if you need guess) lurks Set, who must be defeated. Along the way the hieroglyphs painted on the walls come to life and seek to remove the life from Horus. Horus

naturally can change from a man to a bird or will, and can fire magic bullets or oil and sunshy.

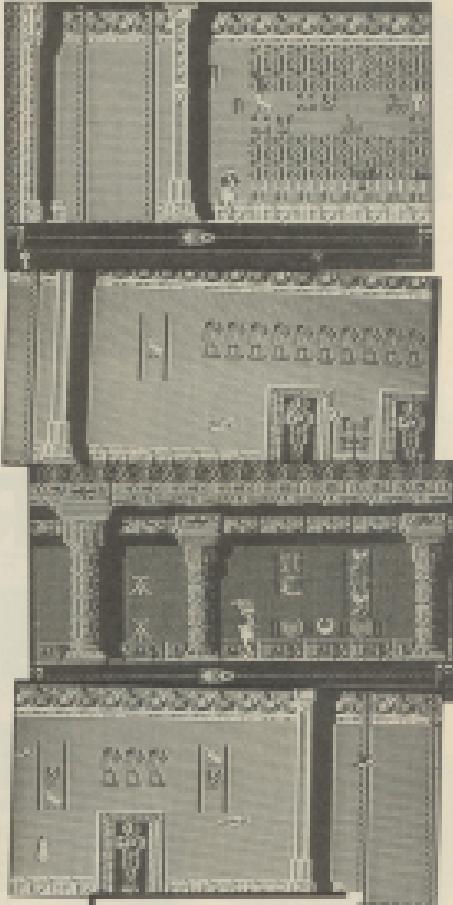
As well he might, because the buzzing streams of glyphs rapidly reduce poor Horus' strength. Unfortunately the route to Set and the final confrontation is not straightforward. There are lots and numerous levels. The lifts require keys or may not work, so several scribbling around trying to reconstruct Osiris, which gives you the strength necessary to defeat Set; there are the colour keys and the amulets to collect.

Ah, no one said anything about amulets when you offered to take the job on did they? Well, the amulets bestow mystic powers, like automatic mapping, shielding, balls of dung, strength, telekinesis, and the power to destroy everything on the screen.

There are lots of amulets in fact, which is a good idea because the game isn't particularly easy. The graphics for the tombs and chambers are reasonably good, but with simple sideways scrolling and a flat playing area. Eye of Horus look distinctly inferior to that other Egyptian game.

Entombed. Yes, those who can remember that far back will doubtless recall that the Ultimatum game was in a isometric 3-D, and sported excellent graphics. It still had very good gameplay and some intriguing puzzles. Horus is far cruder in operation, and looks rather other game's subtleties.

However, if you like Egyptian flavoured games, and tricky arcade



71%

adventures with endless attack waves of spores slowing down the object collection side

incredibly, then I dare say you'll love Eye of Horus. I didn't.
DE

BARGAIN BUCKET

ELVEN

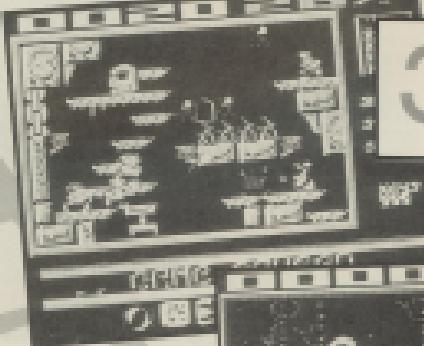
Supplier: Players
Price: £2.99

I absolutely don't like playing games with a pony-like fairy-tale in the title, the process has exception, it's pretty much pooh.

You see on Elven one of a race of pointy-eared gits, and you must defeat a witch who has taken over the land and turned the sky grey and the grass green. Professor G made Martin up, did you (nearly) fail to do so you must perform a sort of jumbled up platform and ladders style of ordeals adventure that has all much going for it save green doughnut full of your cream, and mosquito larvae.

The graphics are not THAT bad, you just can't make out what it is what, and to be honest, I only spent a dozen while on my computer, due to the fact that I might have contracted a migraine. WH

WARRIOR



32%



SPOOKED

Supplier: Players
Price: £2.99

81%

What is it that makes a budget game a good one? I certainly don't know.

Spooked has awful graphics, terrible sprite detection and really cruddy music, yet its playability makes it a game that I can play for hours on end.

You are a small magician who must play with a Spooky Old Man. Surely there's no law against that! The game he wishes to partake in is hangman, but with a twist (no long, drawn overcoats here).

You must travel far and wide collecting ingredients for lesser spells (each spell allowing you one crack of the hangman solution). The only problem is that the ingredients jump



SPELLS

1. DO NOTHING

around and generally try to avoid you. There are other spells to be collected, each of which have a different function, mainly to enable you to avoid the Spooky Old Man's ghouls (stop them shopping on the back).

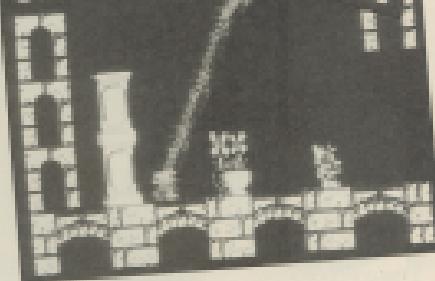
Nor a food little gobble that is certainly worth the cooking price, but no more. RH

Spooked
81%



Spooked

81%



FIST II

THE
LEGEND
CONTINUES

62%

Supplier: Virgin
Mastertronic
Price: £2.99



FIST II

As a dead load looter and fist merchant, the task of collecting the looted scrolls falls upon your broad shoulders. Why somebody could not have left the scroll in the cupboard under the stairs is one of fate's little quirks, and a subject worthy of deep meditation, but such is life. As a by-product of all the scroll collecting, an evil warlord will fall and he is not overjoyed at this prospect. As a result the less than happy warlord has sent out a few of his minions to beat the living daylight out of you. The being detrimental to your

quest you feel obliged to hit them back, as the battle commences.

As you wander along the scuttling landscape, up ladders and through caves, banting these minors, you must also watch out for remedies that concoct scrolls and restore your vitality. Fighting humans is not your only problem as the local canine population joins the snap.

This was a revolutionary game in its time and it still delivers the action, but be prepared for a little mopping as well. AP

You know times are bad when a lone maiden teams up with a dragon to save the land. As in all quests, an element of danger is involved. The resuscitation of the dragon doesn't help, as the local population is apt to shoot first and ask questions later. As this is an important role, the dragon does not hesitate to flame the cold hostile citizen in its quest.

As it flies over the land grubbing and dropping the odd person, archers line up to fire. By pressing the fire button you can set loose a jet of flame, which can be directed with a tilt of the head. This eliminates most obstacles, such as the men, birds and spiders, but when it comes

REACTION

The anti-nuclear lobby has decided actions speak louder than words. As a result of their tampering, the station is at risk and it falls to you to save the day. The radioactive fuel rods have been scattered around all seven floors of the plant and the only way to stabilise the station is to collect the rods and deposit them back in the reactor.

Armed only with an armoured piercing machine gun and a radiation suit, you set forth. The first obstacle to avoid is the large hole in the centre of the room. This hole leads directly to the reactor and it is where you place the fuel rods and not yourself. Wandering from room to room collecting rods and blasting shards on the first level is a mere warm-up for the nuclear patches ahead. On higher



Supplier: Encore
Price: £2.99

to the rods fall, only smart manoeuvring does the trick.

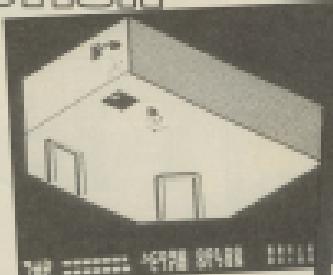
Upon reaching the castle you pick up your role and, if your flame levels are low, you gobble the cold switch. After a few more climbing and flaming rods you arrive at the second castle where the spell book is stored. Once victories have been achieved you reach the final castle with the cauldron wherein the spell is cast and the land saved.

The game is a little slow but the use of the dragon sprite and its destructive capabilities make the a good blast in a quiet moment.

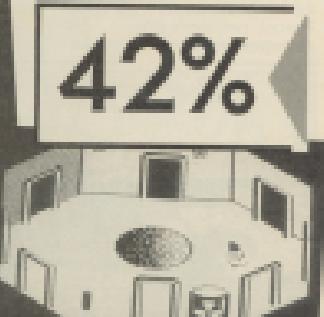
AP

levels the floor is littered with rods and one false-step can see you plummeting several floors to a safe landing - you do have a jet pack. There are only three ways to die,

one is to run out of time, the other is to receive an excessive dose of rods, and the final one is to do a nosedive into the reactor core - messy. To reduce the dose your character



Supplier: Encore
Price: £2.99



PERI PERI MIRRORS

has received, a quick visit to the decontamination showers is recommended.

A cool game for those who do not demand fast action and loads of colours but quite happily spend their day mopping obscure completeness.

AP



FOOTBALLER OF THE YEAR

85%



FUN * 1

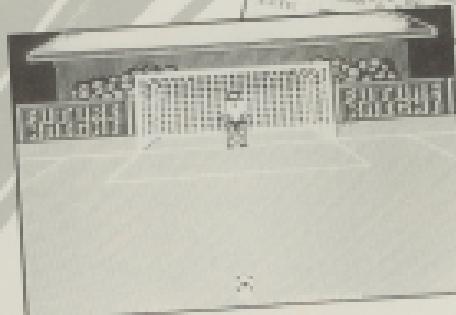
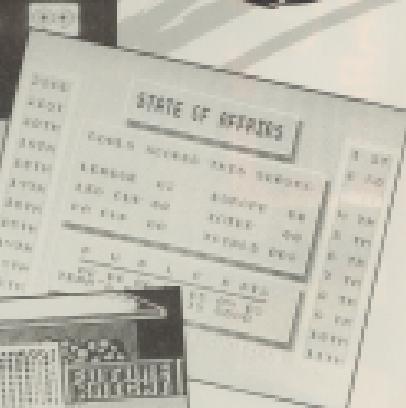
Supplier: Kixx.
Price: £2.99.

After lauding the US Gold 'Covet' of budget label Kixx as the sequel to the game that has certainly done the rounds, has now been released (see review elsewhere). Although the sequel is far superior in every way, and is now one of my favourites of the year, the version is far from bad.

You are an aspiring footballer, who has the ambition of becoming Footballer of the Year. To do so you must score goals in a fairly easy arcade sequence. To get a chance of scoring a goal in a game, you must allocate a goal card to it, allowing you one, two or three opportunities. Other options in this icon driven strategy game allow you to buy a chance card, buy a transfer card, and see all your attributes for the season.

The game has a few small bugs, and the arcade sequence is more a question of luck than anything else, but it's a fun game nonetheless, although my score would be to save up for Footballer of the Year 2. M

CONTROL MENU

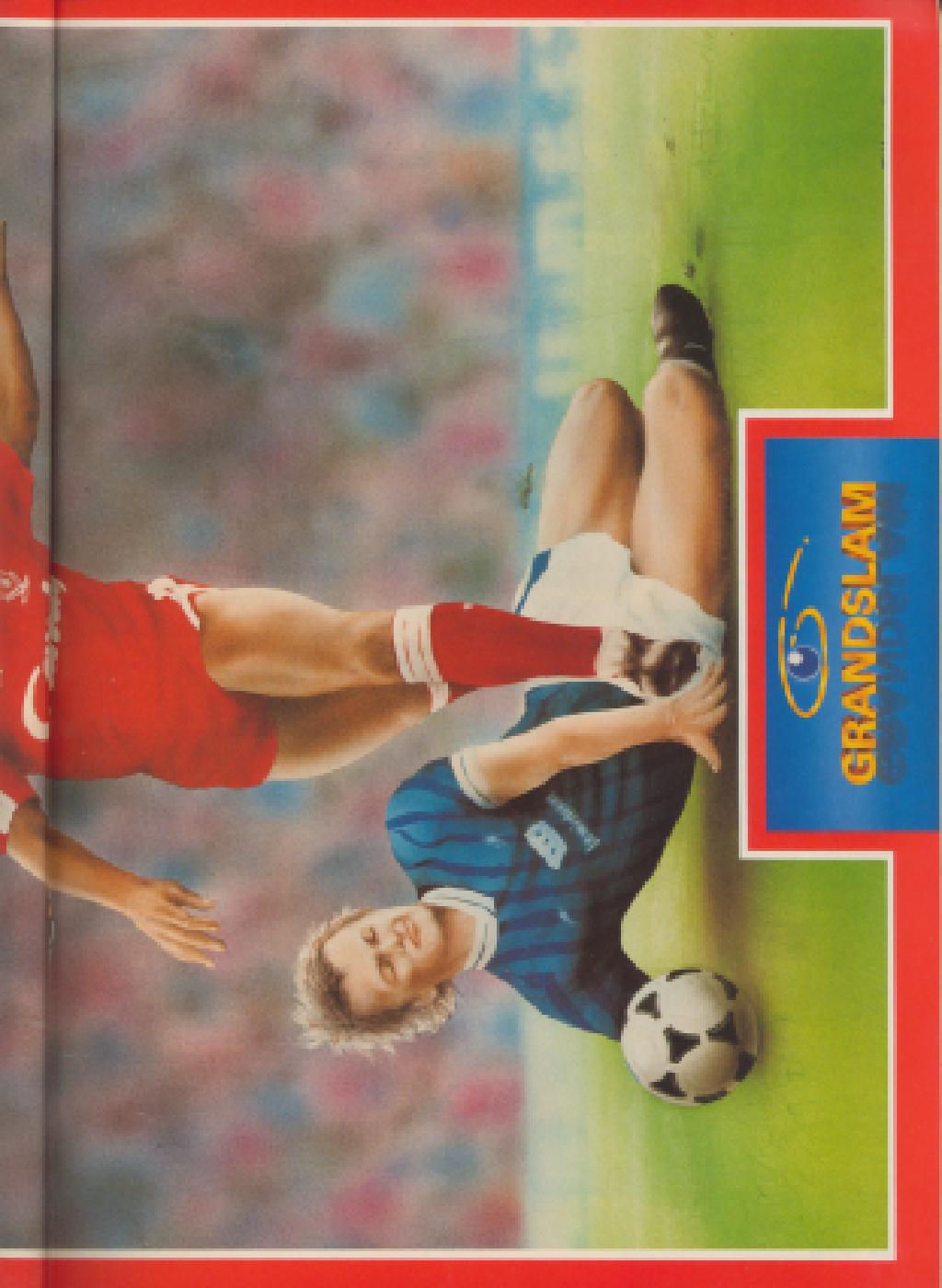


LIVERPOOL



YOU'LL NEVER WALK ALONE





GRANDSLAM



DRAGON

Supplier: Electronic Arts
Price: £18.99 Disk

Few heavy adventures will have failed to hear the legend of Intrepoy. This strange and mystic tale produced role-playing classic upon classic and their latest exploit into the realms of fantasy stands poised in the honoured tradition.

Two of my all time favourite role-playing games are *The Bard's Tale* and *Woodland*, both are Intrepoy creations and both influences show heavily in *Dragon Tales*. As a band of questing heroes on a wacky planet far side of nowhere, the last thing you expected was to be found wandering the slums of Purgatory naked. This down surge of luck leads to an inevitable adventure and a tale of blood thirsty revenge.

The game is similar to *The Bard's Tale* but the enhanced features found in *Woodland* have been added to produce a masterpiece. The playing area is split into three areas, one displays the party view, another the party statistics, and the third comments on your surroundings. The main improvement over *The Bard's Tale* is a larger view area, a book of paragraphs for oracles, the use of character skills, and an auto map function which produces a map of your



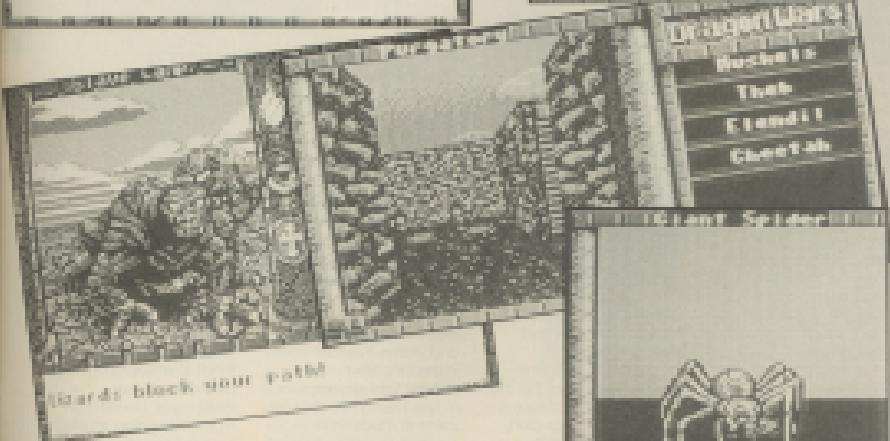
progress (this is a big plus).

As in all myth worlds, the oracles can prove both a benefit and a bane. Nothing is more gratifying than defeating a bunch of low level monsters with a flick of a wrist, and nothing is more soul destroying than a low level pony tailing fool of a mad mage. The spells are split into five classes: low magic, high magic, shield magic, sun magic and miscellaneous magic. Each class has its own speciality, but most (over the basic sets of healing and self protection) fly blowing the head off your opponent).

Life in the slums of purgatory has its ups and downs (mostly downs) and being trapped there without resource does not increase your chances of survival. Wandering the twisting alley-ways of the slums unarmed is a great way to meet the seedier elements of the population. The cannibals and street scum not only have no sense of chess but their attitude towards you

90% OFF

90%

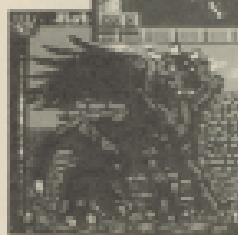


well being is decidedly untidy. A quick way to trim your party is to seek out the arena, where the spectators will equip your pony in order to watch the gladiators beat the living daylight out of them. Fortunately the arena encounter is not fatal so you walk away with the weapons but a little less pride. To beef up your

party you can add three non-player characters (either encountered on the streets or summoned by your sorcerous arts).

This has to be the best in a long line of classics, and the ability to transfer the Bard's Tale characters to this game ensures dedicated followers of Interplay products are duly rewarded.

AP



Dragon Wars
Adventure
Help
Exit
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SIM CITY

THE CITY SIMULATOR

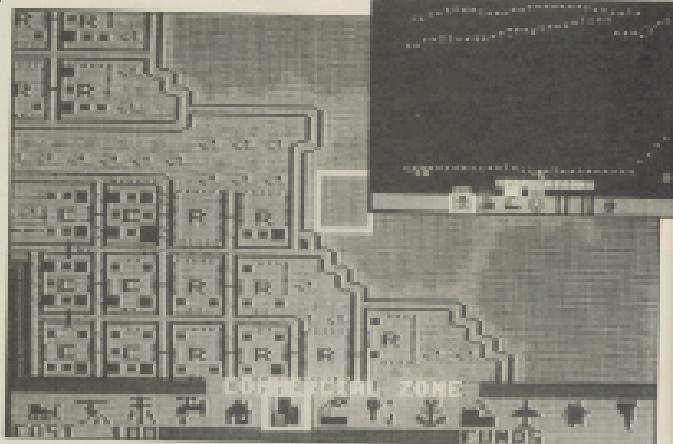
Supplier: Infogrames

Price: £19.99 Disk

A week may be a long time in politics, but in city management it is a mere twinkling of the eye. The short term wants and needs of a population take a back seat as you plan for a brighter future, but ignore the people completely and you will find yourself out on your ear.

Sim City is more than just a strategy game. You can create your dream city or tackle some of the world's most notorious cities, and their problems. For city creation there is a full landscape editor and if the cash is available, a set of stores which allow land development.

Controlling the destiny of a future metropolis is not without its ups and downs; the cold monster attack, earthquake and noise, diving planes all add up to the fun. All these everyday occurrences hinder but not impede your city's growth and a controller with the population firmly under their thumb should suffer few problems. If your control over the citizens is not so perfect you may find them deserting in droves or demanding such



minor luxuries as airports, shopping centres and pollution fees etc.

Before rocking the heavier realities of the big cities it is best to create a metropolis of your own, that way you'll face the problems one at a time and not head on like a herd of stampeding elephants. Before getting down to the nitty-gritty of construction you must select your building site. If the computer does not generate a landscape to your liking you can use the landscape editor to create your own. Landscape creation is easy as you can

only work with three elements: wood, earth and water. Your first action in creating your architectural masterpiece is to buildable or not that you spent to much time

planning to create a space for building. Your choice of construction depends upon the needs of the people and the cash available. The only way to accumulate cash is through taxation and it is only by spending money to increase your populace that you can increase your revenue to the amount needed for a metropolis. As you can see a certain

contradiction is created, as careful planning is needed to avoid the pitfalls of no funds to meet the demands of the inhabitants. Three main types of building make the foundations of your city commercial, residential and industrial.

The residential plots are developed by inhabitants for accommodation and the commercial and industrial provide revenue and jobs. If a balance is achieved between these three forces your creation stands a good chance of survival. Unfortunately the people in this simulation,



64%

BIGGER! MORE! FIRE! TORNADE! MONSTER! CARTOON!

as in real life, one a little more facile. An extensive and expensive road network must be built to service both residential and industrial complexes. This brings traffic jams and road pollution. Pollution has an adverse effect on residential areas; this is best kept to a minimum by avoiding traffic congestion and siting the industrial base of your city away from the residential areas.

The one essential and prohibitively expensive addition to your city are the power stations. These are limited in capacity and must be connected via power lines to every consumer. A city can not function without power, so the power stations become a limiting factor upon your city's growth.

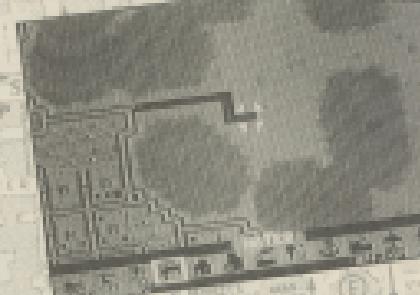
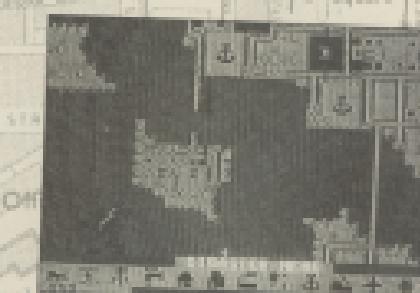
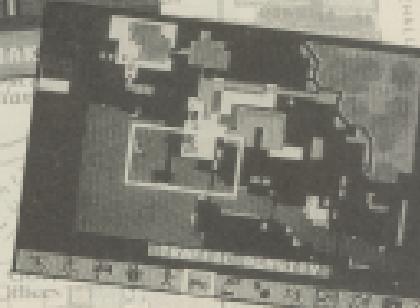
As your city expands, its needs increase and just when you thought you had everything under control, the citizens demand something. Industry is likely to demand a new port to improve its efficiency and the forces of commerce will demand an airport. Both of these constructions place a heavy strain on your resources but without them your city will not progress.

The only way to

increase your tax revenue without expanding your city is to increase the value of the land. By consulting the various maps and graphs you can determine the location of detrimental factors and eliminate them. Another method of increasing land value is to place parks and waterways near your buildings. With increased revenue and the population sorted you can sit back and watch your city play before sending a few missiles to war. You can heat up the action by starting fires or bring the house down with an earthquake, but for the connivers you can select an oil clash or the monster attack.

Having proved yourself with the creation of your own metropolis you can tackle the beacons like the monster attack on Tokyo or the earthquake in San Francisco.

For the logically minded, this game provides unithero reached designs, but the blocky graphics and the options included in conversion from the screen for machines take the edge off, producing yet another game which could have been, but failed to make the grade. **AP**





BALLISTIX

I must admit that I was never a great lover of

Supplier: Psygnosis

Price: £12.99

Disk: £9.99 Tape

If you remember that old Christmas favourite, Crocodile - the game that kids up and down the country got excited about on December 25th (I certainly did) - then you'll recognise the basis behind Ballistix.

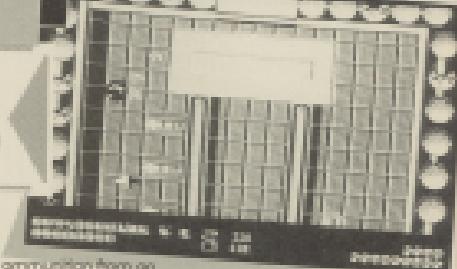
Crocodile consisted of two ball-bearing filling guns situated at the ends of an enclosed board. On the board were strange markings, and the idea was for two players to fire their beakings (boards) up at those who thought I was going to say ballistix or a larger puck. The winner would be the one that could shoot the puck across the opponents goal line the most times.

Ballistix owes nearly everything to this game.

62%

This time we've whizzed into the future where a new blood sport has evolved. It is a game where a ball is punted onto a pitch with two goals (one at either end), and players must fire a collection of metal balls at it in order to propel it in the direction they want (into their foe's goal). One problem exists though, some arenas have properties that seem to add a bit of spice into the proceedings.

There are also icons scattered around the pitch, each of which have a different ability (mainly involving the way the main ball acts). You can either shoot your



ammunition from an arrow which you move around, or from just behind your goal (like Crocodile).

This all applies to the two-player game, but when you are in one-player mode, it is almost a totally different game. This time only one person can fire ball-beakings, the opposition is gravity. It is as if the arena has been tilted on a steep angle, thus making the ball plummet towards your goal at every opportunity. You must shoot it into the goal or the top of the screen - a weird version of the game, but one that I found completely boring after a few short plays.

Ballistix in its 16-bit convolution. My mind has certainly not changed now. To be fair though, the CD version is as good as the Amiga one, and the graphics are incredibly well done. The gameplay is just the same and I think this is its downfall. Where Crocodile had its "finger on the trigger" eye to eye contact, Ballistix has not, and isn't ridiculous, as the game on which it was based. If you are looking for game of the future with great graphics, plump for Speedball, it's a lot faster and possibly more fun to play.

BALLISTIX

No, nor the film from the 1930s starring Marlene Dietrich, but a far more recent game, developed on pieces of female robots. Yes, I know that a robot is metal and wires, but these robots have plumpies. Basically the object of the game is to undercut lots of young robot women, while playing a game originally called Concentration. As these robots are not trees they obviously aren't very old, so close that make this game some bizarre form of paedophilia?

The screen containing the pictures of the robots simul is covered by a network of squares, each containing a positive or negative number. Either playing against a friend, or the computer, the object is to move onto the positive squares, and force your opponent onto the negative ones. The numbers range from -11 to +11, and one player can only move horizontally, while the other can only select from squares on a vertical. With the position marker starting in the middle, the objective is to finish with more points when all the tiles have been used up, or if there is nowhere else on the current line for a player to move to. Thus if you are leading, rather than hope to finish ahead at the end, try to trap the opposing player in a dead end.

There are numerous options, all of which add very little to the actual gameplay, and cover the amount of time to make your move, the skill setting of the computer player, whether you want music or sound effects or a combination thereof, and finally, whether you want the squares to have only their numbers showing, nor whether they are positive or negative. Obviously the latter option makes the game a mite of such,

BLUE ANGEL

Supplier: Magic Bytes/Gremlin
Price: £9.99 Tape

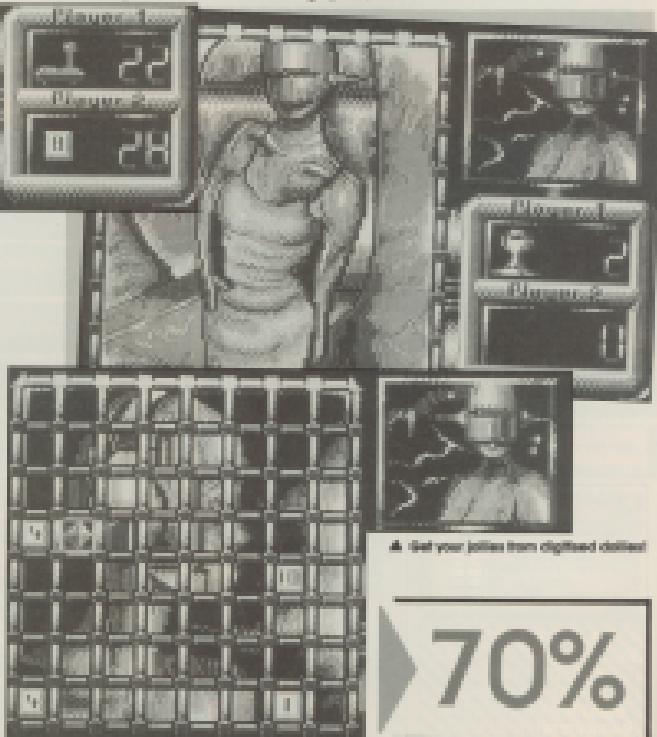
To progress to more esque pictures, you must continue to play with all the settings the same, but even if you set the skill levels to easy, it rapidly moves up to difficult after a few games. Having said that, I have a version of Concentration on the Mac, which would beat the pants off this game. I can beat the computer four times out of five on difficult level, which rather shows that the game is

secondary to the quest to see more and more of the robot pictures. Getting through to see them all will take a great deal of concentration and time, probably to such an extent that you'll be bored within by the end.

The actual pictures of the robots are really nothing more than minuscule versions of page three girls, but hardly as pretty. With chunky low resolution graphics, and

varying shades of blue for the robots, even the dinky robotized flogode are unlikely to feel stirring in the cold region.

As a game, Blue Angel works reasonably well, and the player options make life interesting for a while, but let's face it, with a rocky underbelly, the program is aimed at silly and squarely at sweaty palms rather than competitive minds. DM



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packet

If there is one thing which has put a potential comma user off, it's the thought of the huge figure that'll be at the bottom of the next telephone bill. Those who don't think about the money often come unstuck when the bill lands with a thud on the hell corner.

The initial cost for computer communications equipment is not too much; all you really need is an appropriate modem and some communications software. But then you do have to pay the phone bill every quarter. There are two ways around enduring the cost of owning and using a modem, the first being and operating a black box device which connects to the phone line and provides free telephone calls - illegal. The second is an alternative to using the



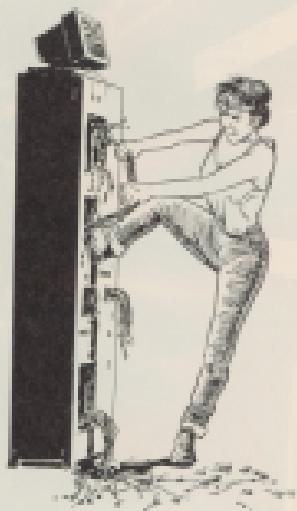
What's the answer? How do we know?

The second method of avoiding the red letter from DII requires more money to set up, although the running costs are nil. The method of which I speak is radio.

Today, there are millions of ham radio fanatics all over the world. New users are transmitting every day and you don't need to be an intellectual to be able to use it. Remember Tony Hancock's "Half Hour?"

Many of the new users are not the chatty sort though. Lots of them are simply transmitting and receiving data from computer to computer. The system is not new, in fact it is about 10 years old, if it's being used in America last decade it's called Packet Radio.

However, before I continue, I would like to point out that this article is merely a brief introduction. It has been written to give potential users an idea of what to expect from pocket radio and further information should be sought before you make your decision.



an examination, passing and then buying a radio operator's licence. It is easy to use amateur radio without all the knowledge, but if discovered, you will be prosecuted. Ca operating without a licence is against the law.

Obtaining a license can be a long task. You are required to sit an examination which is set by the City & Guilds education body. The exam covers information about radio frequencies, tuning radio, etc. As with every learning discipline, this will take some time, although you can study at your own pace and are not obliged to enrol on a course. However, there are some establishments which run ham radio educational courses and many people find them worthwhile. Names and addresses of some education institutions are at the end of this article.

If you feel you prefer to learn another way, fine. There are many books on the subject and if you

radio



▲ I have got a lot
of kit.



▲ The Yaesu FT-210R, better than a shop in the flea with a real flipper!

have a friend you can ask them to help. It is always better to have the knowledge and help of somebody who has gone through the experience which faces you.

With certificates in hand you can then buy your operator's licence which will cost a further £12 per annum.

Equipment

To begin transmitting you will need a fair bit of equipment, most importantly a radio. Here the inexperienced will discover the mighty cost of suitable radios whereas those with a bit more knowledge will find that a useable unit will cost only a few pounds.

To establish a new radio, such as the Yaesu FT-210R or FT-710RM will cost you about £250. However high this price, it is still quite cheap when compared to some other more sophisticated sets. The two Yaesu radios are actually very well suited to pocket radio and includes some special features which make life easier. It has a selectable output of 5 or 43 watts on VHF, and is a fully functional amateur radio transceiver, which is not limited to being used with pocket radio.



4. I'd rather just stick my finger in the back of my computer.

considerably less may become just a few pounds. But, such a radio is unlikely to work from the off and is almost certainly going to require re-tuning. I am told that re-tuning a radio is easy, but I've been talking to experienced radio buffs who know what they're about. Unless you are confident and competent enough to tune the radio, I strongly suggest that you take it to somebody who is. Your local radio shop should be able to do the job for a small fee.

Like telephone communications, packet radio requires a modem to modulate and demodulate the signals. If you've got a telecommunication modem already, then sell it or make up the money for a new modem which

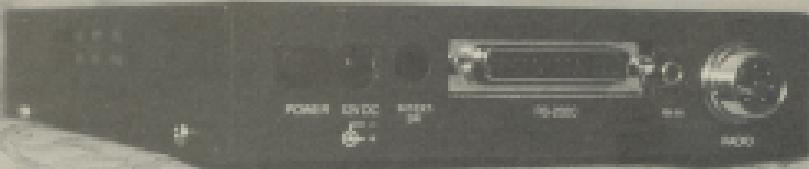
Y **What** **else** **they** **can't** **wrap** **thousands** **of** **kilos** **of** **parts** **in** **that** **little** **machine?**

Model PK-88

COMM	TRANS	CVO1	SEND	RXD	DTM	CON	VGA	PIPER
------	-------	------	------	-----	-----	-----	-----	-------

 Advanced Electronic Applications, Inc.

Packet Controller



 POWER 12V DC 5A

On how I love that PK-88 interface... □

If you cannot afford the likes of the KISS range, you should read the classified adverts in the specialist radio publications like YC's sister mag, Ham Radio Today; you will know that buying a second hand unit will cost considerably less. If you intend a radio rally, then

use a different system. Because radio transmissions are different from electronic pulses going down a wire and you need alternative technology to be able to handle the frequencies. Your new modem should be a terminal node controller (TNC) and there are quite a few on

the market.

Ranging from quite cheap to damn right expensive, a TNC is your modulating gateway to the west, south, north... etc. Like I said, there are enough TNC modems on the market to be able to make some kind of choice. Many of the modems I shall mention are compatible with the Commodore 64 and I shall indicate which ones will interface correctly.

If you are on a tight budget the PacComm Tiny-2 TNC module will be quite appealing. Reasonably priced at £119, the Tiny-2 is compatible with VHF only, although has a TTL interface so that it will work with the C64. The Pac-Mini Power 2 is a miniature version of the Tiny-2 and can be run off a solar cell if needed. It too is C64 compatible. Up the price scale slightly is the TMC220 which enables both HF and VHF communication. This one serials

or £179. If you want to communicate on the move, then the new miniature Handy Packer packet modem will set you down to the ground. For £199, this cigarette-packet size TNC will connect you with the outside world.

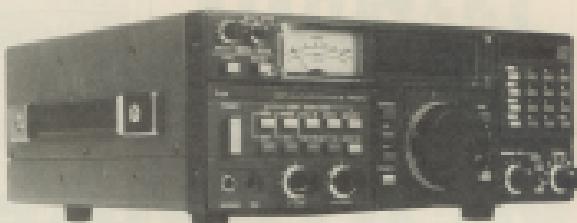
Advanced Electronic Applications

produce two units. The first is the AEA FM100, it costs around £120 and runs on both HF and VHF wavebands but is not C64 compatible. For £279, the AEA PR200 is the deluxe model. It works with packet, RTTY, OM, Amiga and ASCII which are all different protocols. Again is both HF and VHF compatible and is not for the Commodore 64.

Another range of TNC modems is from Kontronics. All of the Kontronics modems have a TTL port and can be connected directly to the C64. The KPC-2 is an HF and VHF TNC which includes the METAX facility. It retails at £165. METAX is the weather facsimile system that transmits satellite weather pictures direct to your Commodore 64. The KPC-4 is another HF and VHF unit and also has a VHF/FM and radio fax features. The extended capability of the KPC-4 is reflected in the price, £342.

Connecting one of the above modems to an Amiga is simple. All are RS232C compatible and so a standard lead will do the job. Connecting to a Commodore 64 is also possible on many. Those which include a TTL port or standard connect to the 128x12 user port or the rear of the C64.

You will also need an antenna to be able to transmit and receive. If you are using VHF only, the aerial need not be too large. Technologic today has made theirs shorter. For



the best aerial for your radio and location consult a dealer who will be able to provide the most up to date unit. Also if you are unsure where to site it, most dealers will fit it for you.

Software is not a real problem. Commodore 64 software is quite easy to obtain. Most any standard communications program will work quite happily with packet radio.

Now some brief notes on packet radio frequencies. Packet uses specific frequencies which have been set aside for class alone. The most common frequency is on VHF and is 14.260MHz FRS. Here you will find many one-to-one conversations going on. This channel is also very busy. Other used channels are 30MHz, 70MHz, 430MHz, 1375MHz and 432MHz. On high frequency, 14.10MHz is quite popular.

Packet radio is very similar to using the telephone and a modem.

There are hundreds of bulletin boards out there. The operation of them is simple and they exist on message-bases and file transfer stations.

If you would like to get involved, a second-hand set-up could cost as little as £1,400. A PTT Westminster radio is ideal for packet radio and would cost only about £320. A second-hand TNC such as the Pac-Comm tiny-2 would typically cost about £160. You would then need software, much of which is public domain, a power source and an aerial.

Of course, the advantages of packet over telephone links far outweigh the cost to set it up. Satellite links can carry your transmission around the globe - there are four satellites orbiting the earth solely for radio transmissions. It costs you nothing to run the system and you get to talk to all sorts of people from many different countries.

Andrew Stover



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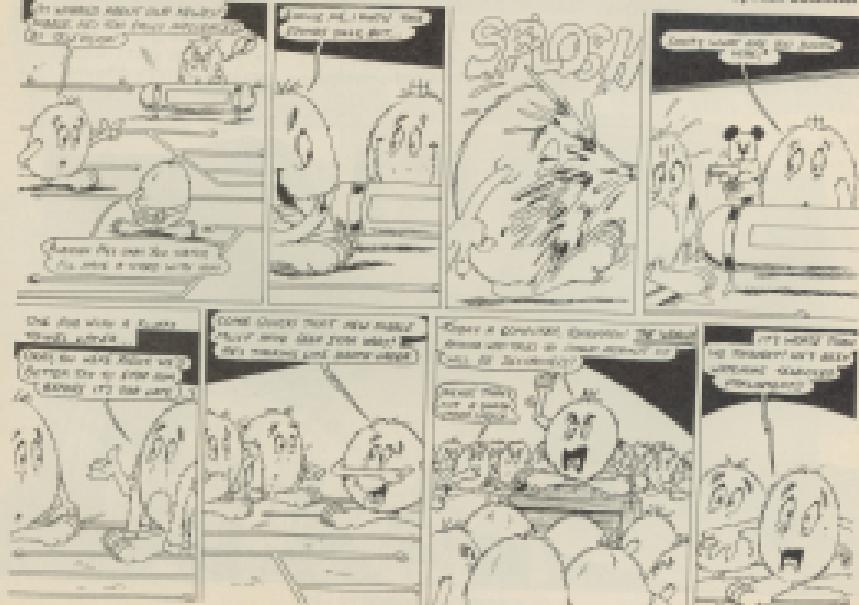


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MEDIA MECHANATION

Robots and computers in the media? They certainly exist. Gordon Roughton explores.

There's always a point in dealing with computers where technophobia takes over from technoworship. Suddenly you find yourself needing a plunger for the whompin, using a thimblejammer to make the so-and-so work, and requiring a watchthecable to connect all the bits 'n' bobs to the doshbox. When you can't control involves you feel angsty, and to some extent, threatened.

This is similar to one kind of attitude to computers portrayed in films and books over the last fifty years. The other is that they are going to make life immeasurably better in the future - in short, they'll have a user (even if it does only motor speeding up the movie-making process by 0.178 seconds). Because people aren't sure about just how computers will affect the future, the media views shuffle about uneasily between optimism and pessimism.

Usefulness is seen in two ways: computers can provide a valid form of escapism, and they can also give your body a good, firm wash and rub-down (as in the *Holiday all-over body program*). Some of the uses are just plain silly. In *Electric Dreams*, Miller computes, Edgar, is raped into planning soppy tunes for his user's would-be girlfriend, but then falls PUM over PCOM in love with the girl himself. Edgar turns out to be so human he becomes selfish and boring in his desire to discover the essence of true love. The truth is, there are countless more mundane ways in which computers can seem to serve people: neurosurgery, constipation, collecting the poll tax, guiding nuclear missiles, calculators.

Then there are games. Games as a whole have been largely ignored by television and films. *Don and the Last Strangler* had scenes with computer, but these have been very few



company, is rumoured to have sold 50 million console units worldwide.

Science Fiction has been less sanguine. Cyberpunk stories revel in cyborgs, brain-computer interfaces and artificial intelligence; there is a world that coolly wants the touch of technology close to the skin, the fusion of human mind and machine. New and imagined designer technology-gadgets are peripherals to a chip-based philosophy.

The biggest thing you can escape to is another dimension, and some games try to give you that. There are those that act as life-simulators, allowing people to do things they would never otherwise be able to do: mosh people and play God in *Populous*, unleash



The Last Starfighter - see out p. 44



"Open the bay doors, HAL!" A.

invaders on *SimCity*; refugee epic battles in *U.M.D.* Simulated violence is part of the success of leisure software; it's one of the biggest thrills of these cheapie games to kill without guilt simply because the victim is a few pixels on the other side of the screen.

On the aesthetic side, computer art can produce (and manipulate) images that wouldn't be seen anywhere but on a computer screen. The powerful purity of Star's landscape couldn't have been captured by standard stop-frame

animation techniques. The uses for sophisticated graphics and small-scale simulations in industry are almost limitless; the potential for simulation is only limited by the power of current technology, not by imagination.

In films, these alternative worlds can often pose a threat. In *Fireworld*, a holiday resort of popular fictions—Ancient Rome, medieval times, and the "Wishworld" of the title—is designed and run by computers. It's the ultimate theme park until one of the androids (Yul

Brynner) rebels and chooses, relentlessly, after one of the tourists, intending to exact revenge. It's a warning against dependence on technology alone, and the potential for failure among the most sophisticated computer systems.

Fear of failure is the primary threat posed by computers. Films such as *2001: A Space Odyssey* pose the problem that because humans write the programs, there's always a likelihood that programs will come across unresolvable situations, and yet must do a result. This is the basis for many of Asimov's Robot stories, and the heart of HAL's dilemma. HAL (Heuristically programmed Algorithmic computer) receives orders which contradict his program; he makes changes, a mission which suddenly sees human elements as a danger to its success, so it decides to kill them. Only when it's disconnected is the threat revealed for what it was: HAL was a simple machine following orders. A.I., in Asimov, follows a similar pattern. The human members of the *Neostromo*-team are dispensable, the alien is not. The cold logic of a computer brain (and the minds of those who gave it the orders) allows no place for compassion, only for what is right according to a predetermined routine.



A metallic version of Billy Barty... A
Robotcop, designed violence.

In *The Fly*, Brundle's program for his mother transporter doesn't compensate for the presence of two creatures in one transporter, and (quite logically) during transportation makes the two on a generic level to create a new unit. Asinine computer error is often seen in terms of horrific results in *RoboCop*, the ED-209-enforcement droid, paraded as the latest in advanced technology; miscalculations or in unwillingness with disastrous results, the cyborg created as an alternative (*RoboCop* himself) is seen as a more feasible solution because he is at least partly human. He's controlled by three "Deceivers" similar to Asimov's Laws and has to solve the contradictions between them. It's not easy being a machine.

Computers are also seen as a weapon to be held against us by faceless powers. Morgan's suggests that one man's cynicism could lead to the destruction of the entire human race; media stories about the "danger" of hacking echo a similar story on a smaller scale. From

ASIMOV'S LAWS OF ROBOTICS:

The way in which people's ideas about robots can be shaped by fiction is seen in Asimov's Three Laws of Robotics. Asimov, a former chemistry student turned legendary SF writer, wrote a series of short stories in the 1940s which set out to prove the difficulties of imposing such simple conditions on complex machinery. Since then, however, the Laws have been widely regarded as being a sound base on which to

create artificial intelligence. They are, in order of importance:

1. A robot must not injure a human being, or through inaction, allow a human being to come to harm.
2. A robot must obey the orders given to it by human beings, except where such orders would conflict with the First Law.
3. A robot must protect its own existence so long as such protection does not conflict with the First or Second Law.

warns us that when we design an artificially intelligent computer (ie. one that can actually learn, rather than merely compute) we don't really know what we're letting ourselves in for. One of the most chilling moments of the film is the MCP's gloom comment in reply to Dillinger's "I wrote you": 'The greater 2:415 times smarter since them.'

One film stands out as an excommunication of what it could be like to live with free-thinking, artificially intelligent computers in the future. Ridley Scott's *Blade Runner* (based on Philip K. Dick's novel, *Do Androids Dream of Electric Sheep?*) sets the world as much the same place as it is now, only exaggerated: the buildings are larger, the guitars bigger, the attitudes to violence more indifferent. Most of the population has left for outer space, leaving only the misfits and decadents behind. Five runaway androids from an off-world colony illegally escape to earth, and the *Blade Runner* (Rutger Hauer) is sent to seek and destroy them. It turns out that the replicants' leader (Hopper Housey)

(and of his body beat in *Terminator*) is

was only searching for a meaning to his own life, trying to discover why he must age and die. Ford's mission to kill turns to sympathy only when Hauer spares him his life. What kind of attitude can people have to androids when the androids are so like themselves?

'When Gary Kasparov recently beat the world's most sophisticated chess program, Deep Thought, his attitude was typical of current attitudes to computers - they'll never equal the human brain. I had to challenge Deep Thought for the march no past the human race.'

Current technology doesn't even begin to approach the sophisticated levels envisaged by 20th century futurists. Computers can barely talk, and have great difficulty with speech recognition; they can't 'see' objects of any complexity; they have no true interaction with the outside world. True androids - *Blade Runner's* skin job - are far enough away for the impact of computers on society to be a soft one. What the predictions of today's media tell us is that we need to understand and control our technology before we can fully trust it. Like its creator, a computer isn't infallible.



AP/ET Imperial Walkers.



Fox - the lightsaber walk, an idea that launched a thousand games... a.

SOME FAMOUS FILM ROBOTS:

Gort: One of the few threatening robots to appear in film (in *The Day the Earth Stood Still*), Gort is probably best remembered for the command which stopped him mining people's heads: 'Gort! Kill! Kill!' (sorta like)

Kobay: An example of the positive helper robot, first appearing in *Forbidden Planet* based on the character Ante in Shakespeare's *The Taming of the Shrew*. Nice without being nasty.

HAL: The ultimate form of artificial intelligence in Kubrick's 2001: A Space Odyssey, HAL encapsulates the fears of the technophobes: a computer out of control.

Rusty, Dewey and Louey: Robots Can Be Cute, Too. The trio of Mummy's little helpers ('clones') who mated Bruce Green in *Stealth Running*, and helped him make mankind's future a better prospect.

C-3PO and R2-D2: Robots Can Be Cute 2. Probably the most famous and the nicest artificial intelligence to appear on screen.

Twiki: A shockingly twee pet to Buck Rogers.

Ash: More strictly an android, Ash (from *Alien*) is just another agent which powerful humans use to manipulate other humans. He's just carrying out infallible orders, and isn't a threat in himself.

POST APOCALYPSE

Ooh Aah, Jim Lad

I've noticed recently that ESRB's piracy campaign has been stepped up. I am a so-called 'pirate', although I do not sell products for money. I only copy games off of my friends' because I cannot afford the prices that they are sold at. Does this mean that if I'm caught I'll be locked up?

Captain Ruggnash, Boston

P.S. I know a pirate since. It's a terrible job no 'tall' to do. And if you're caught, well I wouldn't build up too much of a relationship wif ya, read? Know wot I mean.

I reckon, the only way to stop worrying about getting caught is to stop committing the crime, buy PC instead, and yo guaranteed of some quality games anyway!



PIRACY IS THEFT

The man with murder in his mailbag delves into your effors of scripture and comes out with a blaze of leaden spray (ozone friendly!)

No Go Show

On the 19th November 1992 I visited the Commodore Christmas Show at the Novotel in London, and I must say that it was dull beyond belief. I was led into thinking that as a few 'major' companies were making an appearance that it would be more games orientated than it has been in the past.

This was not the case. Not only was it dominated by the Amiga, but all the software companies stands only existed for the sole of their past products, not my idea of a Christmas show. I was not happy and I hope that it improves next year.

PS. Where was YO? I was looking forward to meeting the team.

Derek Griffiths, Colchester

P.S. Where was the team? In da bar of course! I wasn't there because I was out feeding the pigeons in Trafalgar Square (the da cats round the corner) Be sure of show you're looking for is scheduled for next year. The Computer Entertainment Show 1990 is replacing the PC Show, and could be right up your alley (they should call it Andrew, then).



Complete Mental Case

Beware, watch the ideal life people are coming, and they are coming fast. The planet will be ours within a few short years, so run pathetic humanoids we are about to take over.

Agent, ABSOLUT, Lantheon, Domination System

PS. Not a weirdo if you're not pulling me leg mate. I wouldn't bet too much on taken us over, but to show our hospitality, you can make your resident in Milton Keynes.

Creepy Crawly

I am an ex-ACU (Amstrad Computer User) reader and have recently converted across to the C128D. I understand that you have appointed Action Pumphrey (one of my favourite writers on ACU) as your games editor, and this will make a definite improvement on the mag.
Also, is Tim Henderson the same Tim Henderson that used to write for Computer Gamesweek and, surprise, surprise, ACU?
David Brown, Worford

P.S. Tim is not very some man, although they never worked on the mag together (in fact, Action got Tim's job when he left). By the way, when you said about Ade's move, which mag did you think improved?



A. Who is this fancy boozit? But seriously? That Scorpion? I hope, my Pump!

Erm... Er...

When are we going to see any competition results?
Carl Turner, Manchester

PA: Oh er, assures me that next issue will have loads of results, honest!



Regular Request

You've got a load of columns (I count), all of which are brilliant - apart from Tech Tips, that's boring - but are you ever going to have a film column?

In doesn't have to be too regular, just a page every two months, telling us about films coming our way that us film buffs should look out

for. Most games nowadays exceed three movies anyway, so how about it?

James Norton, Carlisle

PA: Watch this space! (Well, not this space exactly, but a space somewhere in the magazine.)

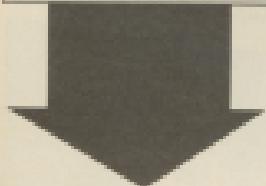
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The Computer Industry Karma Sutra

No. 4

Rik Henderson
samples
Beverly Gardner's
Melons!



Extermination

'YC is brilliant! The cover is brilliant, the layouts are superb, and the reviews are fair and informative. One thing (although Post Apocalypse is great) when are you going to introduce an incentive scheme to get more people to write in?'
Paul Bloody, Newcastle-upon-Tyne

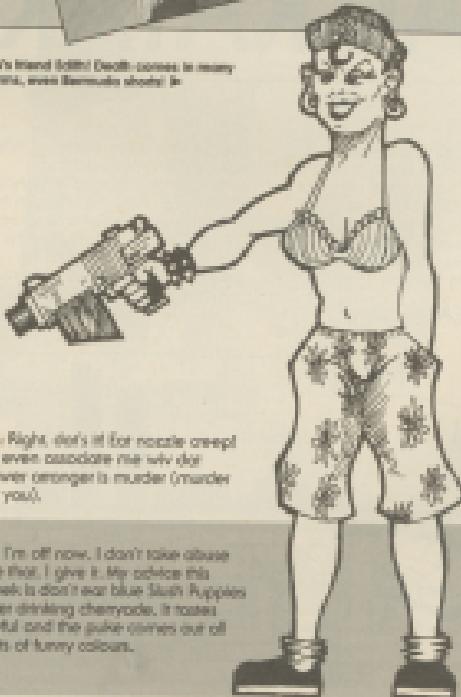
Rik: Now! You either write in or I'll blow your nipples off with my semi-boozed! I am great, aren't I.

Suicide Case

You are a failure. I reckon you're Rik Henderson really!
Carol Schatzka



Rik's instant bullet death comes in many forms, even melon-shots! In



Hi. Right, who's fit for nozzle creepl To avoid cascade into my dog flower (orange is murder (murder for you).

I'm off now, I don't take abuse like that. I give it. My advice this week is don't wear blue Slush Puppies either drinking cherrycokes. It tastes awful and the juice comes out all sorts of funny colours.



HACKATAK

Y es folks, it's your favourite column back again to help all troubled gamblers, and your host, as usual, Kirby Doby. This month I have a superb Batman strip lovingly drawn by Jack Turner (my best) plus hints, cheats and guides to get the juices going!

(BATMAN THE MOVIE (Oscar))

LEVEL 1

Bomber one is pain in the ass. When you are being cracked from above, the best thing to do is shoot the baroque under the bomber's feet and climb up it. By the time you are level with him he should have his back to you just begging to be zapped! Cops are not as naive as bombers.

Shoot on sight. If there is one

behind and in front of you shoot one then duck, wait until the other hoodlum fires and then let him have it. Jack Hopper is guarded by a meat bomber, you'll need at least half your energy to finish this section. Once the guard has been disposed of, one swift shoot is all that's needed to rid the land of Jack.

LEVEL 2

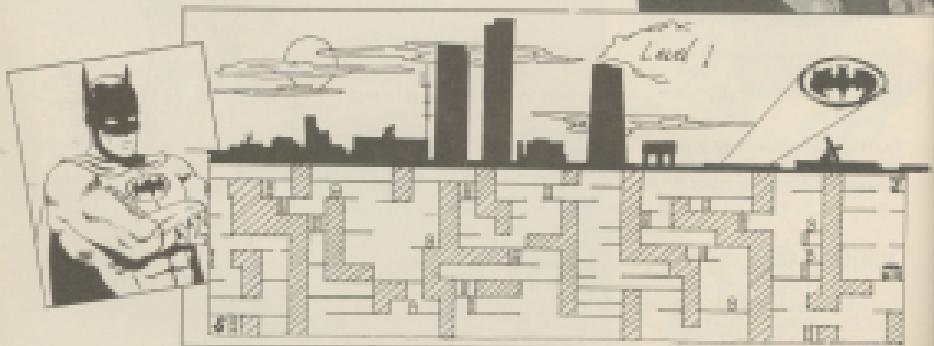
Time is precious so don't hang around. I found it was only possible to complete this section by driving top speed or all times! Sounds hard but staying to the center lanes makes life a little easier for you. The best route to the Baroque is to take the 3rd, 5th, 4th, 6th, 3rd, 3rd, 3rd, 6th, and 3rd corner.

LEVEL 3

I didn't like this level much, but who cares? I think you can figure this one-out for yourself, it's easy!

LEVEL 4

Keep to a steady height (center of the screen). Keep up a fairly fast pace so the bombing is still quite mobile in tight situations. As you approach the balloons, reduce your

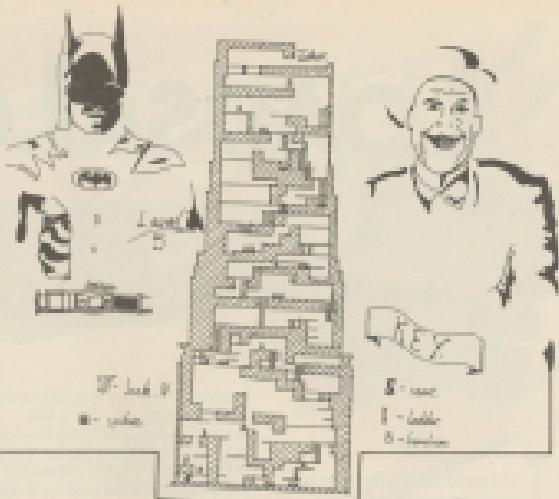


speed slightly in order to judge the height of the balloon, if you think you are going to hit it AVOID it as time is not so tight on this level.

LEVEL 5

Good this is a rough level! The gameplay is almost the same as the Acid Chemical Works, but instead of walking across you have to walk your way up, this makes life harder for poor old Batman.

Watch for collapsible platforms, when they start to change colour get the hell out of there. Also be on the lookout for spiders, simply swing over them to get by. Killing the Joker is not so hard; when the grinning madman comes in to sight, zap him with the bat-signal, zapping him full of bat logos.



BLASTEROIDS (Image Works)

POKE 115711170 will give you

infinite lives.

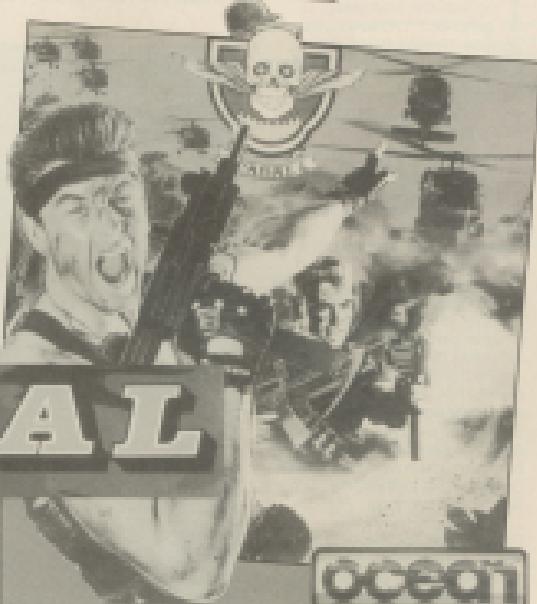
POKE 25856 will start the game.

Yet another Ocean game receives the Hackatok treatment.

General tips: A good supply of grenades can be obtained by shooting the nurses (oh, but oops! there 800 as they don't die) and use off the screen. But try and use as little-grenade power as possible as you'll need them for the end-of-level bonus.

LEVEL 1

To take out the huge gunship, try taking it to a nice picnic spot (Get on



with alt - EDI). Use every last grenade (hold the space bar down), then let rip with the machine gun whilst avoiding the bombs. After a few seconds you should be loading level 2.

Those of you who haven't got what it takes to reach the higher levels, try ignoring the NEW AND TAPE message and leave the tape playing to see all the lousy levels. By the way, make sure you die on level 3 otherwise the cheat will not work.

The festive season draws to a halt and so, I'm sorry to say, does Hackatok. Never mind though because we'll be back next month with another selection of hints, cheats and maybe another map! If

you've got any tips send them to me, and if they are good enough we will print them and pay you absolutely nothing, er I mean you could win a fabulous prize. Bye! Kit Rumor

LOADSALOADS



The Load-It datadecoder from Mills computer products is, in my opinion, the most useful peripheral to come for years. Not because it has multiples of applications, nor because it performs wonderful tasks, but because it successfully performs a regular function that is essential for all cassette users.

Some games have complicated Turbo loading systems, designed to prevent piracy, and many of these systems rely on extremely accurate alignment of cassette heads; therefore, unless your cassette is in perfect condition, you may find difficulty in loading. The Load-It has two functions that, when used together, ensure that you will have a higher percentage chance of software load.

The first is the LED panel. This is a bar of small LEDs that show the strength of signal being received. The second is a small knob that aligns the head. Combine them both, and you have a system that always allows for the maximum signal off of any tape.

I personally have two Commodore cassettes, both of which work on many games, but they always have problems with certain software (which uses a sophisticated Turbo loader). The Load-It worked every time. And after extensive testing on all the software that would never load on my existing machines, the Load-It had a 100% success rate.

The only unfortunate point about the Mills product is its price: £39.99 (CIC P&P). This is a little steep,

although if you buy one before the 30th of January you get a free video (*Top Gun*, *The Living Daylights*, or *Indiana Jones and the Temple of Doom*) with it. It really depends if you want your tape-based software to load every time, or not.

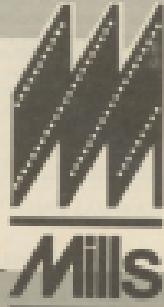
Alternatively you can win one in our easy-to-enter compo.

Mills Computer Products Ltd. has given us five Load-It's (each retailing at £20.00) for five lucky YC readers to win.

All you have to do is answer the two questions below, on the back of a sealed envelope or postcard, with your name and address, and send it in.

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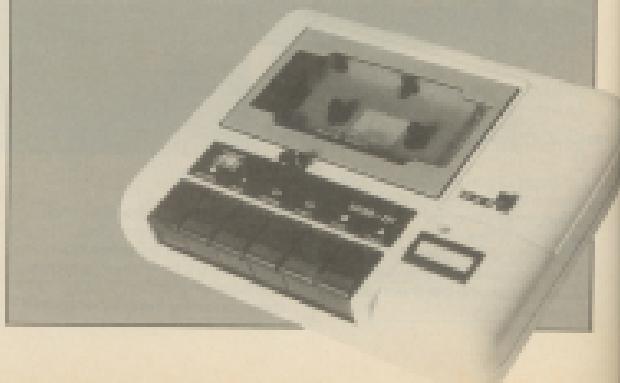
Entries must be received by 20th February. Normal compo rules apply.



The Questions

1. In which city are Mills based?
2. How long is the guarantee on a Load-It?

(Hint: Try looking at the cover!)



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ANSWER

СОВЕТСКОЕ И СОВЕТСКИЕ
ПРЕДПРИЯТИЯ

A longer day duration promotes Osmia bicornis to move off its natal tree anywhere on the Earth. However, Osmia bicornis females, though exposed to an

STANISLAW WOZNICKI

DESERT ISLAND DISKS: CRAZY HORSE!



Emlyn Hughes, Liverpool legend and TV Supervisor, has now lent his name to two computer games from Audigenic. Rik Henderson meets the man, and discusses his life, the universe and little Emlyn.

The time: About 1.30pm on a cold November afternoon. The place: Downstairs on a chartered Audigenic bus, somewhere between Oxford Street and Chelkwood (Emlyn goes to Chelkwood).

RIK: You've left *A Question of Sport* and you've done one series of *Sporting Triangles*. Have you got any more plans?

EMLYN: Yep, certainly! We've got a new series of *Sporting Triangles* starting in February, which this year, has been increased from thirteen weeks to fifteen weeks, but it could be seventeen weeks, I'm not sure. They also got a new series of *Combat* which I did with Anneka Rice and the army. It looks as though there's a new series of that starting at the back end of February. And it looks

as though I'm going to be involved with the ITV for the World Cup coverage from the first week in June to about the second week in July, so the next six months are going to be very, very busy for me in television work, which is great for me in terms of personality, publicity and promotion wise, but it's actually madness. Seven days a week, travelling all over the country, promotional interviewing, radio, working for ball companies, things like this (pointing at the surrounding), promoting games that I'm involved with, it's all madness, it's bonkers.

RK: Is that why they call you "Crazy Horse"?

EMLYN: (Laughs) "Crazy Horse" is a long, long way from a shortened, down version of it is that I was a nuisance on the football field. I would have done anything on the football pitch to win a game, I would have done anything. I was absolutely bonkers! But that's a shortened version of it, I was crazy!

RK: Yeah, I'm a Liverpool supporter myself.

EMLYN: Are you? Well done son, good lad!

RK: On the computer side, your son plays games. Does he play a lot?

EMLYN: Very, very much so. I honestly don't have the time myself. I'm never home anymore because I'm always travelling. And when I do get home I tend to put my feet up, or go for a bite to eat with the missus and the kids, but our Emlyn - and Emma, she's the oldest, she's nearly seventeen - is permanently on the computer, to be totally honest with you he's a flaming nuisance, because he's on it too much. He's playing with it twenty-four hours a day when he should be studying, and he should be working hard at school. I'm not saying he doesn't work hard at school, but he's on it too much. He always plays the games, I mean he always plays the International game.

RK: Do you think he'll be playing the Trivia Challenge when it comes out?

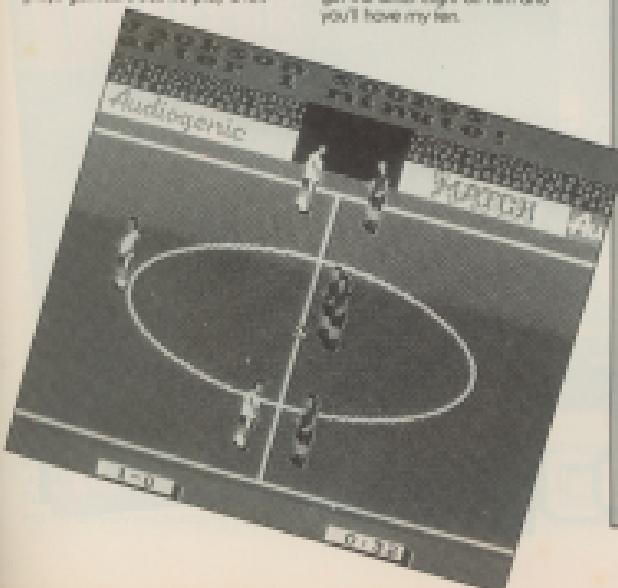
EMLYN: I feel certain he'll be playing it because I'll make him play it. If it means he's going to learn something from it, yes, he will. Certainly be playing the Trivia game.

Now if you wanted to do my top ten computer games, I'd certainly say number one's International Soccer. Number two's going to be the Trivia game, so if you want to ask Peter (the head of Audiogenic), I'm sure he'll give you the other eight to add on the top of that. So get the other eight off him and you'll have my ten.

And so the bus drove on into the sunset, and Emlyn was left to organise his thick lump of a diary. Me? I sat and contemplated what it must feel like scoring a goal for the Reds!

Lots of things you never knew about Emlyn Hughes

1. His name is Emlyn Hughes
2. His son's name is Emlyn Hughes
3. His daughter's name is not Emlyn Hughes - it's Emma
4. His nickname is "Crazy Horse"
5. He is not really a horse
6. He appears on TV quite a lot
7. He used to captain both England and Liverpool
8. He has been awarded an OBE
9. He has scored 33 goals for Liverpool in 12 years
10. His father was a Rugby League international
11. His brother and an uncle were Rugby League professionals
12. One of his aunts played hockey for England
13. He doesn't really say "I know it" very much... that's about it!



Photon Negro Death
or flower arranging?

Kati Hamza

wades through the quagmire
of computer games with no morals.

DIE



Pick a game. Any game. Fight 'em, shoot 'em up, adventure, RPG, even chess... you name it. Chances are it's violent. Some kind of destructive element is part and parcel of practically every computer game from Pac-Man to Populous, from Asteroids to Zork. And let's face it, it'd make for some terrible turkeys if the violent element had to be completely cut out.

What kind of a game would Space Invaders make, if instead of blasting the little green monsters, you had to jettison miniature peace treaties into outer space? Imagine Rambo without the John Cog-Wolf with the Uzi out or Gaucho minus ghosts. Like it or not, some of the best games around - Dorkotron, Battle Chess, Dungeon Master, Sender, RoboCop - are extremely violent, and it's the violence which makes them so much fun.

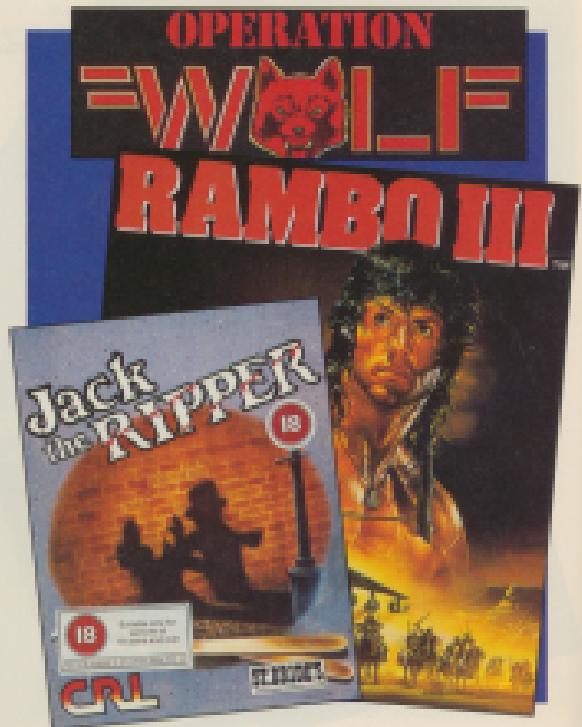
So what? you might think. A lot of punching here and there or a pixelated sub-machine gun isn't going to do any harm. No perfectly normal, happy-go-lucky lad is going to run into the Incredible Hulk overnight, just because he played a game of Space Invaders.

Fine, but there are some people who disagree. Whether games should or shouldn't contain violence is turning into a pretty violent debate in itself. In one corner we have Mrs. Mary Whitehouse, heavyweight champion of morality, and in the other is most of the computer industry and the people who play the games. If you've got a computer and you've enjoyed products like Pitfall, Better Dead than Alien and Technopak, the

government may look pretty black and white to you. But is anything ever really as simple as that?

"When I left Whitehouse and her supporters turned their attention to the contents of computer games,

they were shocked. All those Commodore 64s, BBCs, TVs and Amigas which were bought by parents in the hope that spook might use it as an educational machine turned out to be running extremely



My software. If you're not killing around killing people (Star Wars) or sticking knives into naked backs (Duck Dangerous), you're running military campaigns in politically volatile areas like Russia (Red Storm Rising) and Vietnam (Platoon). In a world in which the crime rate is soaring, they reckon that all this gratuitous violence endorses the dangerous view that might is right and through is out. At the very least they want censorship on their most extreme: they want violent games like shoot 'em ups totally banned.

On the one hand their argument completely misses the point. Firstly, in most games you're not thinking about the location or the identity of your enemies; how to get past the next wave of Alpha Centaurians when you lost your mega bazooka space blaster ten seconds ago is much more important. Whether you're shooting at illusions, a Korean or a little green man from outer space isn't the issue. You could still enjoy Red Storm Rising if you were head honcho of the KGB.

Secondly, the anti-violence campaigners assume that games won't be able to close the line between fiction and reality. Somewhere in the middle of the game, what's on the screen and what's happening in real life will become the same thing. In fact it's probably easier to distinguish a computer game from reality than a film or a particularly violent programme on TV. A pixelated sprite, however horrific the graphical capabilities of your machine, isn't going to be as realistic as a photograph. RoboCop on the big screen is hardly the same as RoboCop on your bit.

On the other hand, Mrs. Whitelhouse and her cronies may have hit on something of a point. Obviously, you're not going to walk out of your house and machine gun the residents of Avenue A after a game of Operation Wolf. But the influence a game has over you, especially one that's set in a contemporary scenario rather than an obviously fictitious world, could be a lot more subtle than that. The roagger of your submarine strategies in Red Storm Rising may be irrelevant to the gameplay but that doesn't alter the fact that it's still a Russian target. The scenario might not be actively encouraging you to

18



ROBOCOP



think badly about Eastern Europe but it's not exactly inviting you to think well of it either. If you've already got a bad opinion of Russians it's only going to be reinforced by the gameplay. If you're too young to be interested in politics this might be the only view of Russia that you've got - and it's not exactly an unbiased one.

Censorship isn't such a black and white issue either. There are some subjects which almost everyone would agree are unsuitable for games. You might not think Russia qualifies for that, but what about the斯car games which were doing the rounds in Germany earlier this year - games which involved you taking the role of concentration camp commandants and had you shooting Jews and letting dogs eat escaping prisoners? A parallel over here would be a shoot 'em up which had you playing the IRA and shooting off members of the armed forces in Northern Ireland. If that's in bad taste why isn't chopping bombs over Russia?

You may think games supporting Nazis should be banned and games featuring Russians shouldn't. If that's the case, how are you going to define where the censors should draw the line? And if some games definitely shouldn't be allowed on the market, who should make that decision? Should future software be subject to some kind of rating system, like films, or should it simply be a case of handing it to the integrity of the software publishers? As soon as you

start to admit that some subject matter or game concept are unacceptable, you've got to consider whether or not that justifies regulating against them. And that leads you into all sorts of complex questions like freedom of expression, freedom of the media, whether or not it's right to censor anything, even whether censorship works or not. What started out looking like a pretty straightforward debate can end up getting extremely complicated.

Anyone who enjoys computer software knows that Mr Whitemouse is exaggerating. As long as you don't start mixing up fantasy and reality there's nothing wrong with a bit of violence on your monitor. But like everything else, it can get out of hand and there is scope for exploring dubious subject matter. In many ways the best people to judge the effects of computer games are the people who know most about them - the gameplayers. In the end, where you stand in the argument is entirely up to you. Just remember there are other factors to consider than whether or not a game makes you want to go out and kick someone's head in. Oh... and if you do start to feel an uncontrollable violent urge

in the middle of a game of Space Invaders, switch off your computer, put on a strait-jacket and consult a psychiatrist - fast.

VIOLENT TYPES

MARSHAL LAW II - a definite blood-and-gore kick 'em up famous for its excellent violent effects. The opponents are monkeys rather than people, having your head chopped off by a giddyious chicken is total farce. Not much chance of confusing fiction and reality here.

OPERATION WOLF - the first person perspective actually lets you look into the face of your victim as he dies. Because of its unadulterated violence and possible political overtones it's come in for a lot of criticism. The question is, do you play it for the satisfaction of seeing the expression on the enemies' faces as they die or just because the quick-fire action is extremely nerve and addictive?

ROBOCOP - the RoboCop film licence ignores the conflict between the will of the man and the programming of the machine, which mangles up a large part of the

firm, and concentrates almost purely on the movie's violent aspects. The mechanics are exclusively drug dealing and murders, though, and the setting's very much removed from modern life.

TOMBSCOP - humdrum shoot 'em up gun-fighting game which had an incredibly off depth sequence on the Amiga. Would the influence you to think that it's OK to shoot first and ask questions later?

JACK THE RIPPER - when you think of violent computer games, a text adventure isn't the first thing that springs to mind, but because of its accompanying graphics, this one was published with an 18 certificate. The pictures, hardly overwhelming on a 386, were the main reason, but it was really the text, if anything, which was more gruesome.

Everyone who got hold of a copy was, of course, really and truly under eighteen.

MICROSOFT IRON AGE - Microsoft are often criticised for producing software with politically dubious scenarios. In this case the background actually came from the Tom Clancy novel of the same name but the message on the front of the box is clear: Save The World From Soviet Domination.



*In the boggy streets of Old London Town a figure stalks...

DESERT ISLAND DISKS: FUNKY GIBBONS



Dave Hughes discovers the games that comic supremo Dave Gibbons dabbles with.

• Dave Gibbons - Artist on the award-winning watchmen who has recently received critical acclaim for his writing skills.



Dave Gibbons is a widely-recognised figure in the tote world of graphic literature. Considered to comic fame with the hugely successful *WATCHMEN* series (which he illustrated for another British man, Alan Moore), Dave Gibbons began working in comics full-time after he gave up his job as a surveyor in 1973. At the time he was working primarily for DC/MC COMICS, but he also produced the short series *POWERRAMA* independently. His first major work came from British weekly comic *2000AD*, for which he has drawn such strips as *MARVEL HEROES*, *DAN DARE* and *ROGUE TRAILER*. From *2000AD* he was offered the strip in *Marvel UK's DOCTOR WHO WEEKLY* magazine.

His collaboration with *WATCHMEN* publisher DC Comics began with his work on the *GREEN LANTERN* series in 1982, but it was *WATCHMEN* that won he and Alan Moore a best writer/artist combination award. The first issue, published in September 1986, took the comic world by storm; experimentation in design, style, format and the usual superhero formula made it compulsive reading. Set in an alternative world very much like ours, *WATCHMEN* portrayed superheroes as outlaws - the now-infamous Keene Act had been passed twenty years earlier, making all costumed vigilantism illegal - rather than cardboard characters in tights. It covered issues such as rape, racism, violence, politics, the nuclear situation, war and sex in a mere twelve-part series. It is the graphic story by which later classics have been judged, and rightly so. Gibbons had worked with Moore once before, on a *Superman* story called 'For The Man Who Has Everything', featuring Batman.

Robin, Wonder Woman, the Fortress of Solitude and Krypton. "If I had to pick my top two stories that I've ever done," Gibbons declares, "that would have to be one of them. A real joy all round."

Since *SOULCRASHIN*, Gibbons has been fairly quiet, working more as a writer than as the artist he became famous for (and, to everyone's annoyance [and admiration]), working equally well in both mediums. A Gibbons-written story recently appeared in the comic anthology magazine *A!*, and he is currently penning *ROGUE TROOPER*, a story he once illustrated, for the new-book *2000AD*. He is also working on *GIVE ME LIBERTY*, a strip he is illustrating for Frank Miller, the author of *DARK KNIGHT* and *RODOCKO* (I! especially). He therefore doesn't have too much time for computer games but often consults his "reference expert" (his ten-year-old son) to come up with the list of titles.

DESERT ISLAND DISKS*

- 1 DRAUGHT III (Electronic Arts)
- 2 FALEDON (Amiga)
- 3 BATTLE CHESS (Electronic Arts)
- 4 POPULOGIC (Electronic Arts)
- 5 NEW ZEALAND STORM (Cocoon)
- 6 ROBOCOP II (Ocean)
- 7 URBIS (Discovery)
- 8 DRAGON NINJA (Imagine)
- 9 ROCKET RANGER (Microsoft)
- 10 OPERATION WOLF (Cocoon)



The odd oddities group before the AI takes its absolute route of banality.

DESERT ISLAND COMICS

- 1 THE MAD READER (Ballantine Books)
- 2 SUPERMAN #80 (Australia reprint)
- 3 RACE FOR THE MOON #2 (Hovey Comics)
- 4 THE LAND UNKNOWN (Dell 4 Color #843)
- 5 MYSTERY IN SPACE #75 (DC Comics)
- 6 THE SPRINT #111 (TV Super Comics)
- 7 THE FLASH #120 (DC Comics)
- 8 FANTASTIC FOUR #23/26 (Marvel)
- 9 BATMAN: YEAR ONE (DC Comics)
- 10 THE INCAL (Epic)



* One of the more touching moments in the brilliant *Descent*.

As he introduces himself into tomorrow.



Northampton
Line

MISADV

out of his hood. I wouldn't like to start this again the same way as that your pig-ignorant-hope.

Dear Cedric,
I am stuck in the Hobbit where I still can't get out of the goblin's dungeon. Can you help please?
David Hoskyn, Bristol

Pohl Call yourself an adventurer. That is absolutely pathetic. Everyone finished that game years ago. I suggest that you give up any thoughts of following an intelligent career and go and be an estate agent instead.

Dear Sir,
I wonder if you agree with me that adventures and role playing games provide a much-needed stimulus to the youth of today. Too often their chosen playthings do little to advance the development of cyclical responses within the brain, mental forces that are vital if a child is to survive in the socio-economic structures of a Post-Freudian world. Games like this can only help in

developing their minds and should be encouraged as much as possible.
Michael de Ronion, London

Post-Freudian what? On yer bike you prehistoric little crit 'eetches. People play games like this cos they can kill lots of things. I have no hesitation whatsoever in awarding you my Dragon Bottom Stars of the Month award.

Dear Cedric,

Your prowess with women is very well known so I wonder if you could settle a bet between me and my mate. Do women always have beards?

Jamie 'I love body hair' Wilkinson
Exeter

My success with women is, if anything, under-rated, but even I would not stoop so low as to try and make out with a dwarf chick. I have neither the time, nor the inclination, to learn limbo dancing, or build her a pair of stilts. Seriously though, I don't know, as perhaps other people can write in. The only advice that I can give is that I don't know of anyone who has ever seen a clean shaven female dwarf.

Dear Scumbag, welcome to another edition of Cedric's column, the meanest, most vicious adventure page around. We've got a lot of letters to get through this month so enough of the introduction and on with the insults.

Dear Cedric,
What sort of name is that for a barbarian? Cedric is for wimps. Get yourself a real name or I shall stop reading the column. PS. I bet you're a teen spotter too.
Marian Macleman-Miles,
Edinburgh

The last person to ask me that soon lost ten pounds of ugly fat when I

Dear Cedric,

Please can you tell me how I can become a barbarian when I grow up?

Andrew Colclough (aged 9), York

I am sorry to have to tell you this but someone is going to have to tell you the facts of life one day. There are no barbarians or dwarves or dragons. Just as there is no such thing as Father Christmas, the Toady Holly or a winning England Cricket team, everything in this column is made believe written by a drunken old hooligan at the whim of an even more drunk editor.

Alternatively, eat three Swedish Meatballs for breakfast and rescue as many princesses as possible.

Finally, just to show you that I do occasionally know what I'm talking about, here are some hints and tips for the latest Dungeons and Dragons game from 33, *Clue of the Azure Bonds*.

Do not accept any elves into your party. In the highly probable event that they get killed, you cannot resurrect them. As far as other resurrections go, they can be performed in combat so don't bother visiting a cleric spot on them - my Home strike or slay living instead, something that will prove useful in combat.

Make sure that you give the ring of wizardry to one of your imps. It doubles the number of spells that you can cast. Magic missile spells become quite potent in the hands of wizards and do a lot of damage.

storm instead.

Cast a spell in preference to using a sword or rod - it is generally more potent. Save the charges on your swords for when you have been hit and are unable to cast a spell.

Always pay the money to have a magic item identified - there is not much else to spend your ill-gotten gold on and quite a few objects have additional powers that you won't discover by trial and error.

The town stones raise one of your attributes by one point for as long as you have it selected - different colours for different abilities.

In combat, it is generally much better to go up on one opponent and kill him rather than wounding two or more enemies. Dead men don't fight back.

Solve your position frequently and use two separate disks, there is at least one infinite loop in the game that made me have to start from scratch. Take special heed if the program warns you that the next bit is going to be dangerous - it will be! Beholders are not fun!

In the final section of the game, the curse in your final hand means that you will not be able to cast and recast your spells so don't use them unless it is absolutely vital, save them for the last battle.

That's all for the month. May you never look a foolish in the eye.

VENTURES

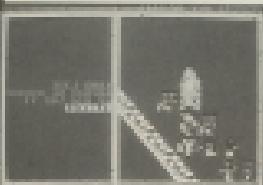


For a first level spell. They are especially useful against the cooties bits of vegetation that attack you - vegetablepox and Bits of Moonbeams. The word found just outside the pit is also useful against these creatures and can be used by clerics.

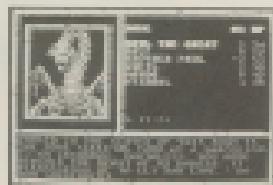
It is vital to fit every opposing magic user and cleric in each combat round - they have the ability to seriously damage your health if they are allowed to cast spells. Area spells such as fireballs work very well when you have room to use them but beware, several creatures are protected against third level spells - use ice

-40 On me, it's a Disaster!

Attack of the killer mutant Broccolies!



...and we see, that's not a Broccoli!

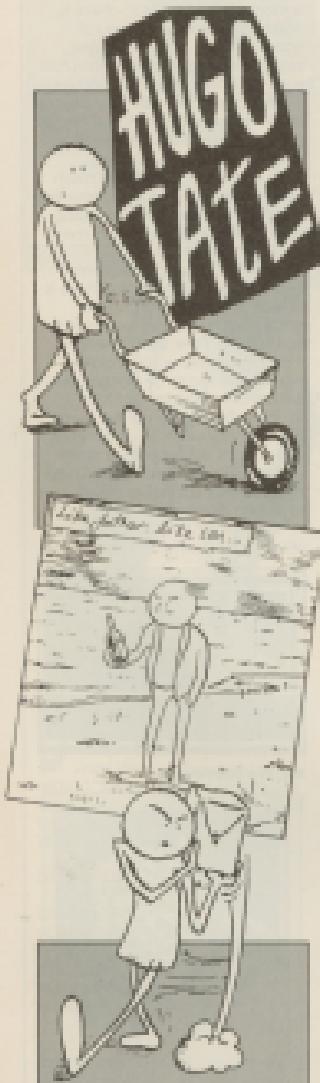


Yes, it's a Broccoli! □



FLAME ON

Hugo Tate. Balding, heart broken, and frustrated. Stuart Green interviews the pillar full of hate.



Hugo Tate is twenty-one years old, and he's not very happy. His hair is falling fastly to the side; he's in need of a haircut. "I'm thinking of growing it," he explains, "but I can't really decide, and anyway, I can't afford a haircut."

"We'd decided to meet in my local lounge, The Prince Albert, Brighton. As he leans further into his pint, Hugo tells me about the time he shaved his hair:

"I cut it off 'cos I was fed up with it. I didn't wanna have any hair 'cos everybody pleased me off, because they were all worried about their hairstyles. I just wasn't interested, so I shaved it off. I wasn't a skinhead. I mean I was, but I wasn't part of their religion. I just didn't wanna be bothered with it. So I'm like the same thing, only now I'm letting it grow."

Hugo prides himself on his individuality; he doesn't like to be boxed in.

"It's very important to me, I don't want to be like everyone else, because everyone else are workers, aren't they?"

"Actually, a lot of people are weird I think. I don't wanna be like those ones, it upsets me. It's not like sed life. I look at them, sometimes look at people, and they're very weird."

Although he's spent sometime in the country, and living by the sea, Hugo currently lives in a big anonymous tower block somewhere in the woodlands of a series planning disaster. He lives on the top floor with his friend Rufus, worrying about his love life, sweating at the cot, regretting it a moment later, and staring absently at the blank pieces of paper lying on his kitchen table.

"I wanna be a writer. I wanna write short stories; I think, though I'm not sure. I've got a lot to sort out. The problem is, most artists and writers, even a lot of rockstars, I haven't got a word processor. When I do write I do everything longhand because I like to sweat over it. These things, I hate them, they just take the soft away

from it all."

His good friend Nick Abadzis (that is, if Hugo can be said to have any good friends) once nicknamed him, "Hugo Tate, Pillar Of Hate".

"I have some bad dreams. I used to have this recurring dream about being chased by the devil. Very important see dreams, they can have a big effect on your waking life. This particular dream I kept on having, until finally I decided to look at the devil. And he was me. He made me laugh. Really laugh, and I woke up laughing."

"I recognized myself. I know it's really clichéd and lame, but just 'cos it's simple and clichéd it doesn't mean it's not true. I haven't had many bad dreams since then."

"But he's not so bad as he seems on the surface. He's just covering up and not telling us the whole truth. Hugo is a romantic who takes love seriously. His girlfriend Muriel has just left him to go back to her home in California, has missing her, and he regrets not having the chance to say goodbye properly. He's really only a misanthrope when it suits him."

"It's like I was saying before, if people are too obsessed with their clothes, like my Mum was with her business, or with their hair, then it can screw up a lot of things. Distract you from the important things in life, like caring for people, the way you talk to people, things like that. And that's bad."

He cares about the world, and he'd vote Green if "they hadn't flushed the world down the toilet ages ago already", but for now he's just content to dig himself out of the unemployed hole that he's found himself in.

No one will make a computer game out of Hugo Tate's life.

Hugo Tate by Nick Abadzis appears every month in DEADLINE alongside Tom Gid, Wilfred Bolland and Johnny Morris. £1.20 on your newsstands.





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THALAMUS



A DEAD MAN'S
KILLING JOKE...

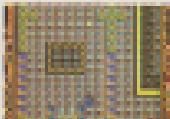


SNARE

By Rob Stevens

The Snare is twenty-level deadly maze built in a temporal cavity by brilliant Andre Tschager who ten years ago entered his creation with the most valiant generosity — and died. The Snare is the mysterious measure because from the fastest game hours on earth to minutes after minutes after trying to track the mad's secret, will you succeed?

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